ARMED TO THE TEETH...

SINCLAIR user

August 1987 No 65 £1
HFL 5.75



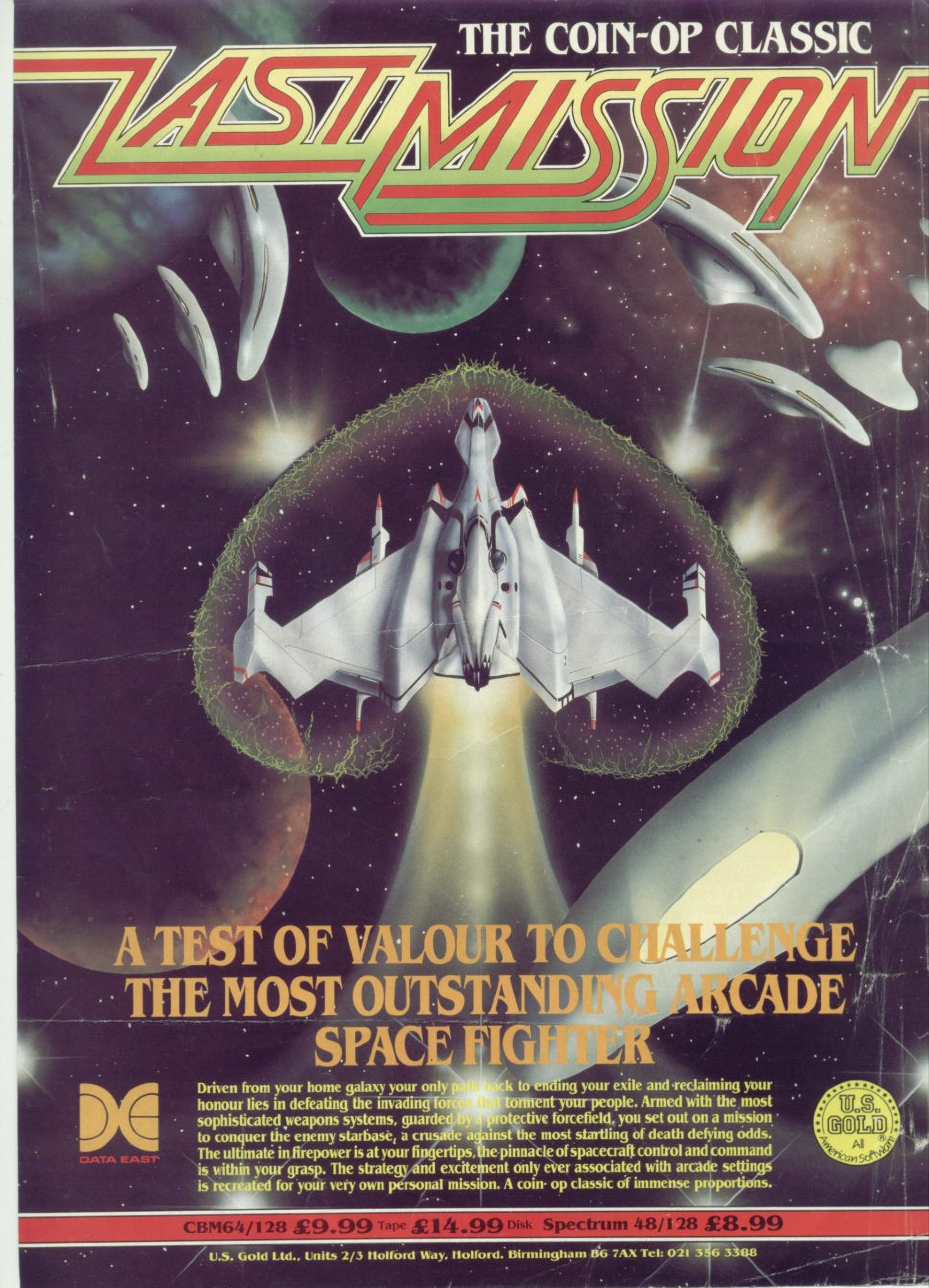
HEWSON'S EXOLON
THE BEST GAME THIS YEAR?

EXCLUSIVE!
CLASH OF THE SUPERHEROES

007 *FIRST REVIEW*

INDIANA JONES *MEGA PREVIEW*

MAPS FOR: SABOTEUR II ● POKES FOR: ZYNAPS ● ARMY MOVES
128K SPECIAL: ● OCEAN AFTER TAIPAN ● FIRST DISC RELEASE
CATCH 23 ● PROHIBITION ● NINJA HAMSTER
WIN PHOTON DOUBLE BATTLE KIT
EXCLUSIVE SU MEGA-MIXTAPE
WIN AMSTRAD TV/VIDEO PLAYER
SPECTRUM GAMES START HERE


THE COIN-OP CLASSIC
LAST MISSION
A TEST OF VALOUR TO CHALLENGE THE MOST OUTSTANDING ARCADE SPACE FIGHTER
DATA EAST
Driven from your home galaxy your only path back to ending your exile and reclaiming your honour lies in defeating the invading forces that torment your people. Armed with the most sophisticated weapons systems, guarded by a protective forcefield, you set out on a mission to conquer the enemy starbase, a crusade against the most startling of death defying odds. The ultimate in firepower is at your fingertips, the pinnacle of spacecraft control and command is within your grasp. The strategy and excitement only ever associated with arcade settings is recreated for your very own personal mission. A coin- op classic of immense proportions.
U.S. GOLD All American Software
CBM64/128 £9.99 Tape £14.99 Disk Spectrum 48/128 £8.99
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX Tel: 021 356 3388


JAMES BOND 007
IN
THE LIVING DAYLIGHTS
THE COMPUTER GAME
ALBERT R. BROCCOLI
Presents
TIMOTHY DALTON
as IAN FLEMING'S
JAMES BOND 007
THE LIVING DAYLIGHTS
Amstrad CPC/PCW
CBM 64/Amiga
Spectrum 48/128/Plus 2/3
BBC B & Master
Atari 8 Bit
MSX
DOMARK
Starring MARYAM d'ABO JOE DON BAKER ART MALIK and JEROEN KRABBÉ
Production Designer PETER LAMONT Music by JOHN BARRY Associate Producers TOM PEVSNER and BARBARA BROCCOLI
Produced by ALBERT R. BROCCOLI and MICHAEL G. WILSON Directed by JOHN GLEN Screenplay by RICHARD MAIBAUM and MICHAEL G. WILSON
TECHNICOLOR PANAVISION DOLBY STEREO
ORIGINAL SOUNDTRACK ALBUM AVAILABLE ON WARNER BROS. RECORDS, CASSETTES AND COMPACT DISCS
a-ha
UA
Gun Logo Symbol © Danjaq S.A. and United Artists Company 1962 © 1987 Danjaq S.A. and United Artists Company. All Rights Reserved. Distributed by MGM/UA Distribution Co.
© Eon Productions Ltd. Glidrose Publications Ltd. 1987. Published by Domark Ltd., 22 Hartfield Road, London SW19 3TA. Tel: 01-947 5624 Telex: 894475G.

SINCLAIR User

CONT

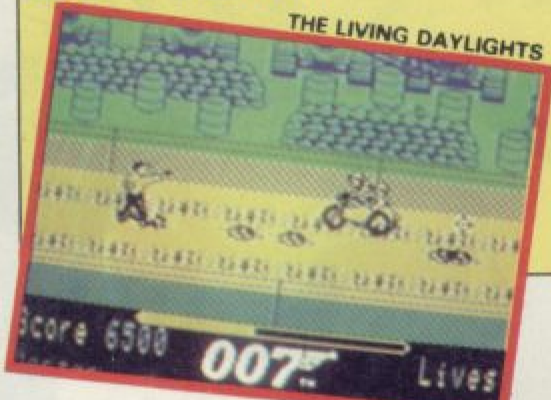
SOFTWARE

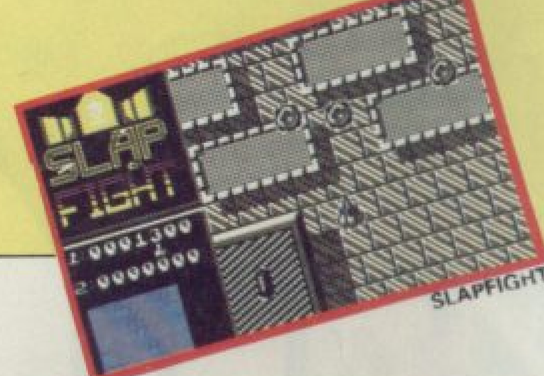
Editor
David Kelly
Deputy editor
Graham Taylor
Staff writer
Jim Douglas
Staff writer
Tamara Howard
Art editor
Gareth Jones
Adventure help
Gordo Greatbelly
Zapchat
Jon Riglar
Helpline
Andrew Hewson
Contributors
Richard Price
Andy Moss
Gary Rook
Hardware correspondent
Rupert Goodwins
Advertisement manager
Louise Fanthorpe
Deputy advertisement manager
Mike Corr
Production assistant
Alison Morton
Publisher's secretary
Linda Everest
Subscriptions manager
Carl Dunne
Publisher
Terry Pratt
Telephone
01-251-6222
Sinclair User is published monthly by EMAP Business & Computer Publications
Cover illustration
Jerry Paris
Sinclair User
EMAP Business & Computer Publications
Priory Court
30-32 Farringdon Lane
London EC1R 3AU
Typeset by PRS Ltd, 27 New St, St. Neots, Cambs.
Printed by Nene River Press, Woodston, Peterborough.
Distributed by EMAP Publications Ltd.

© Copyright 1986 Sinclair User
ISSN No 0262-5458
ABC 84,699 July-Dec 1986

ARCADE

THE LIVING DAYLIGHTS





SLAPFIGHT

Competitions



HEARING WHAT?

PREVIEWS

The Tube



Gobots

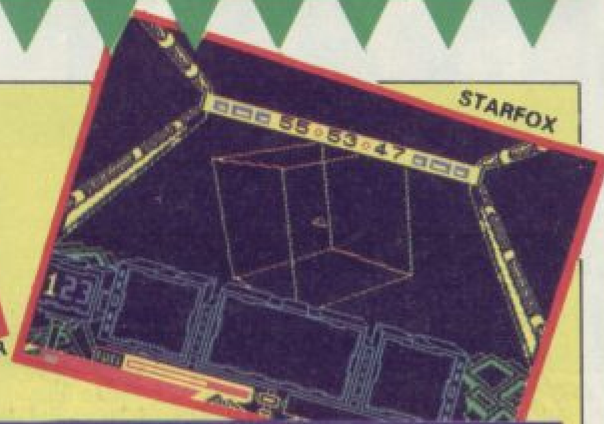


ENTS

SINCLAIR User



NINJA HAMSTER



STARFOX

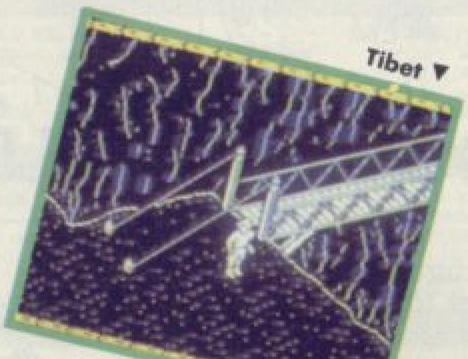


SIMULATION

ADVENTURE

COMPILATIONS





Tibet ▼



FEATURES

REGULARS

SUMMER MADNES AT THE

MICROFAIR



SIZZLING SINCLAIR BARGAINS YOU CAN'T AFFORD TO MISS

Come to the 24th ZX Microfair on 22nd August and you'll not only save a fortune, but you'll also get to see some of the latest innovations in Sinclair computing.

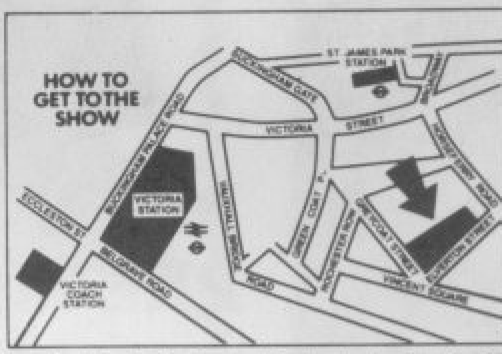
YOU'LL SEE

★ Top manufacturers and the newest hardware developments, possibly even a Plus 3. (We had two at the last show).

★ Games at knock down prices (some as little as 50p).
★ User Clubs
★ Top magazines (like SU)
★ Full QL support and new developments.
★ and all the help and advice you could want.

MICROFAIR.
It's the user-friendly show that has out-lasted all the rest because everyone enjoys themselves ... and you can always find a bargain!
Why not send today for cut-priced advanced tickets.

Exhibitors ring Mike or Moira on 01 801 9172 for stand availability.



Underground: Nearest stations are Victoria, and St James's Park.

British Rail: Victoria Station.

Bus Routes: 11, 24, 29, 70, 76 and Red Arrow 507.

Road: Signposted (RAC AA) Horticultural Halls.

SEND NOW FOR REDUCED PRICE ADVANCE TICKETS

Send to Mike Johnston (Organiser), Dept. S.U., ZX MICROFAIRS, 71 Park Lane, London N17 0HG.

Please send me....................advance tickets (Adults @ £1.50)

Please send me.........advance tickets (Child under 14 @ £1.00)

Name ______________________

Address ______________________

24th ZX MICROFAIR

Please include a stamped, self-addressed envelope and make cheques/POs payable to ZX MICROFAIR.

Exhibitors ring Mike or Moira on 01 801 9172 for stand availability

BARGAIN SOFTWARE:

Dept. SU8, Unit 1; 1 Esmond Road; London W.4. 1BR

BUY BY PHONE
RING 995 2763

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies "Special Offers".

ORDERS OVER £30 DEDUCT 10%

SPECTRUM

	REC PRICE	OUR PRICE
LAST NINJA	8.95	6.70
ARMY MOVES	7.95	5.90
MARIO BROTHERS	7.95	5.90
HEAD "VER HEELS	7.95	5.90
THING BOUNCES BACK	7.99	5.90
SLAP FLIGHT	7.95	5.90
GUNSHIP	9.95	7.45
TAI-PAN	7.95	5.90
F-15 STRIKE EAGLE	9.95	7.45
HOLLYWOOD POKER	6.95	5.50
BARBARIAN	9.95	7.45
SHADOWS OF MORDOC	7.95	5.90
DOC THE DESTROYER	7.95	5.90
HYDROFOOL (SWEEVO II)	7.95	5.90
STAR FOX	8.99	6.70
BRIDE OF FRANKENSTEIN	8.99	6.70
CHAMPIONSHIP FOOTBALL	7.99	5.90
WONDERBOY	9.99	7.45
SPORTS COMPENDIUM	14.99	11.20
QUARTET	9.99	7.45
METROCROSS	8.99	6.70
LEADERBOARD TOURNAMENT	4.99	4.99
SWORD OF THE SAMURI	8.99	6.70
ROAD RUNNER	8.99	6.70
MAG MAX	7.95	5.90
QUICKSHOT II	–	5.99
RAM TURB INTERFACE	–	14.95
ATTACK OF THE MUTANT ZOMBIE	5.95	4.99
ELITE	9.95	7.45
MUTANTS	7.95	5.90
ARKANOID	7.95	5.90
AVENGING ANGEL (SABOTEUR II)	7.95	5.90
BOMBJACK II + BOMB JACK	7.95	5.90
SAMURAI TRIOLOGY	7.99	5.90
PROFESSIONAL ADVENTURER WRITER	22.95	20.95
THE BIG SLEAZE	9.95	7.45
BISMARK	9.95	7.45
NINJA HAMPSTER	7.95	5.90
JAMES BOND IN THE LIVING DAYLIGHTS	9.95	7.45
FALCON THE RENEGADE	7.95	5.90
THE WIZ	7.95	5.90
MASK I	7.99	5.90
EXOLON	7.95	5.90
PROHIBITION	9.99	7.45
CATCH 23	7.95	5.90
ZYNAPS	7.95	5.90
ENTERPRISE	7.95	5.90
THE MYSTERY OF ARKHAN MANOR	7.95	5.90
WORLD CLASS LEADER BOARD	8.99	6.70
TANK	7.95	5.90
GAME OVER	7.95	5.90
MICRONAUGHT	9.95	7.45
INTERNATIONAL EVENT	7.95	5.90
WIZBALL	7.95	5.90
INDIANA JONES & THE TEMPLE OF DOOM	8.95	6.70
ARNAGEDDO	12.95	10.50
CHALLENGE OF THE GOBOTS	8.99	6.70
KILLER RING	4.99	4.99
ACE II	9.95	7.45
BRIDE OF FRANKENSTEIN	8.99	6.70
SURVIVOR	8.99	6.70

NOW GAMES 4
BACK TO THE FUTURE
HACKER
DANDARE
OMEGA
SQUASH

EITHER SET ONLY £7.45

HIT PACK 2
SCOOBY DOO
FIGHTING WARRIOR
1942
SACRED ARMOUR OF ANTIRIAD
JET SET WILLY 2
SPLIT PERSONALITIES
DUET

FIVE STAR 2
DANDY
COLDRUN 2
QUADZATRON
ALIEN HIGHWAY
STRIKE FORCE COBRA

EITHER SET ONLY £7.45

FIVE STAR
ZOIDS
EQUINOX
3 WEEKS IN PARADISE
BACK TO SKOOL
SPINDIZZY

STAR GAMES
BARRY McGUIGAN
WAY OF THE TIGER
BEACH HEAD II
RESCUE FROM FRACTULAS

EITHER SET ONLY £7.45

KONAMIS COIN OP HITS
HYPERSPORTS
PING PONG
YIE AR KUNG FU
MIKIE GREEN BERET

DURELL BIG 4
COMBAT LYNX
SABATEUR
CRITICAL MASS
TURBO ESPRIT

EITHER SET ONLY £7.45

CLASSIC COLLECTION
STAINLESS STEEL
FROST BYTE
BATTLE OF THE PLANETS
PYJAMARAMA

PUZZLE PACK
JIGSAW
DIMENSION DISTR
REFLECTIONS
SPECTRUM CHESS
3D QUADCUBE

EITHER SET ONLY £3.99

HOTSHOTS
GYRON
FIGHTING WARRIOR
SHADOW FIRE
MIND SHADOW
ROAD RACER

SOLD A MILLION VOL 3
FIGHTER PILOT
RAMBO
KUNG FU MASTER
GHOSTBUSTERS

EITHER PACK ONLY £7.45

HIT PAK
BOMB JACK
COMMANDO
F. BRUNO BOXING
AIRWOLF

NOW GAMES VOL 1
LORD OF MIDNIGHT; BRIAN BLOODAZE
STRANGELOOP
PJAMARAMA
ARABIAN NIGHTS
FALCON PATROL II

EITHER PACK ONLY £4.99

SOLD A MILLION
SABRE WULF
DALEY'S DECATHLON
JET SET WILLY
SPY HUNTER

SPORTS PACK
SNOOKER
ON THE OCHE (DARTS)
WORLD CUP FOOTBALL
OLYMPIC
ST ANDREWS GOLF: DERBY DAY

EITHER PACK ONLY £5.99

MEGA HITS
3D STARSTRIKE: BLUE THUNDER
SON OF BLAGGER: AUTOMANIA
BUGABOO: PSYTRO
WHEELIE: FALL GUY
BLADE ALLEY: PENEYTRATOR

SPECTRUM

	REC PRICE	OUR PRICE
SUPER SOCCER	7.95	5.90
STAR GLIDER	14.95	10.99
PAPERBOY	7.95	5.90
EXPRESS RAIDERS	7.95	5.90
NEMESIS (FINAL CHALLENGE)	7.95	5.90
SILENT SERVICE	8.95	6.70
GAUNTLET	8.95	6.70
ENDURO RACER	9.95	7.45
SCALETRIX	9.95	7.45
COBRA	7.95	5.90
DEEPER DUNGEONS (GAUNTLET II)	4.99	4.99
TRIVIAL PURSUITS	14.95	10.99
ACADEMY (TAU CETI II)	8.95	6.70
NEMESIS WARLOCK	7.95	5.90
ZENJI	8.99	2.99
PITFALL II	8.99	2.99
H.E.R.O.	8.99	2.99
THANATOSS	9.95	3.99
HACKER	8.99	2.99
LEGEND OF THE AMAZON WOMEN	7.95	2.99
THE COMET GAME	7.95	1.99
ALCHEMIST	7.95	1.99
DEEP STRIKE	9.95	3.99
ZOIDS	7.95	2.99
RASPUTIN	7.95	2.99
SUPERBOWL	9.95	4.99
TOY BIZZARRE	8.99	2.99
LEONARDO	14.95	3.99
CONTACT SAME CRUISE	7.95	2.99
MS PACMAN	7.95	2.99
POLE POSITION	7.99	2.99
KNOT IN 3D	7.99	2.99
IMPOSSABALL	7.99	4.99
MANTRONIX	8.95	1.99
DOUBLE TAKE	7.95	4.99
GEFENDA	7.95	2.99
ARC OF YESOD (48K)	9.95	2.99
PROJECT FUTURE	7.95	1.99
INVADERS	7.95	1.99
ROBIN OF SHERLOCK	7.95	2.99
SWORD & SORCERY	9.95	2.99
EUREKA	14.95	2.99
SCREEN MACHINE	9.95	3.99
SHADOW OF THE UNICORN	15.95	4.99
SABRE WULF	9.95	2.99
ACE	9.95	4.99
AFTER SHOCK	7.95	3.99
MERLOCK THE MEDE	7.95	1.99
MORDENS QUEST	7.95	2.99
IMPOSSIBLE MISSION	7.95	3.99
BETA BASIC	14.95	4.99
TINDERBOX	4.99	2.99
FIRE LORD	8.95	4.99
EXPLODING FIST	8.95	3.99
CUSTARD KID	7.95	3.99
STAINLESS STEEL	7.95	3.99
LIGHT MAGIC	9.95	4.99
GHOST BUSTERS	8.95	3.99
EQUINOX	7.95	3.99
FOOTBALL MANAGER	8.95	4.99

* While stocks last

BARGAIN SOFTWARE ORDER FORM

Please send me the following titles. BLOCK capitals please!

Type of computer ______

Title:—	Amount

Total Enclosed £ ______

Date ......

Name ......

Address ......

......

......

......

Tel. No. ......

VISIT OUR NEW SHOP
538 CHISWICK HIGH ROAD
W4
TOP TITLES
FROM £1.99

Please make cheques or postal orders payable to **BARGAIN SOFTWARE.**
Prices include P&P within the U.K: Europe please add £0.75 per tape:
Elsewhere please add £1.00 extra per tape

IF you reckon we're talking rubbish don't just stand there . . .
Tell us what you think
Stick your comments on paper, fill in and cut out the coupon below and send it in . . .
And if you don't send us your picture – the sillier the better – we'll have to print a picture of a slug





Feud Mastertronic

How on earth could you give Feud four stars? I mean apart from the graphics, what's so good about it? The constant tap, tap of Learic is extremely tedious. How many times did Andy Moss play it? Three was enough for me. Mastertronic is famed for its budget games, but this is a real kick in the teeth. My advice is, if you've got three quid to spare, get Ollie & Lissa. There's no comparison and you'll still have a quid left■

Paul Allen
Leicester
Game Choice:
Nemesis

Well we had a few stars left over and we didn't know where to put them (Oh know we didn't that's a complete lie – Ed)

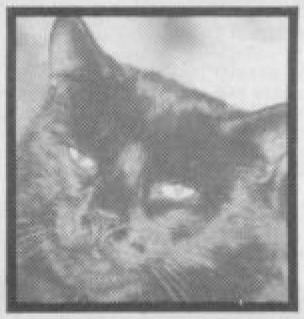
★★★★★★★

Bombjack II Elite

A terrific sequel? Pull the other one! Bombjack II is pathetic. He's so hard to control and where's his cape gone to? (Is it in the wash?). The scenery is mediocre and the characters are disastrous. I was extremely disappointed. The only good thing about this game is Bombjack thrown in (as a consolation perhaps). I'd give it three stars but never five■

Graeme Cole
Norwich
Game Choice:
World Games

His cape is in the wash



Top Gun Ocean

What's the idea of slagging off Top Gun? I found it very easy to get into. You are in the cockpit of an F14 Tomcat jet fighter. The screen is split in two. Each section either belonging to the computer or Player 1 or 2. The Tomcat is armed with a machine gun, cannon and Sidewinder missiles. Flares can also be used to shake the enemies Sidewinders off your tail.

The graphics don't do the game justice, but do their job well. The sound is really neat. Three really cool tunes and a few spot effects here and there.

And like most games these days, the two-player option makes more fun.

It has all the features you said it hadn't. It is addictive to play and superbly presented■

Jason Nichols
Norfolk
Game Choice:
Ikari Warrior

You're quite right, it's just that we hate Tom Cruise. OK?

Top Gun deserves more than a few measly stars. The soundtracks are some of the best on the 48 Spectrum, especially at the start of a mission. John Gilbert said that the computer is unintelligent, but that's because he's not kept going to the higher levels of the games, where the computer fights back properly.

At £7.95 it is one of the best two-player combat games going■

Craig Cooley
Aston-in-Makerfield
Game Choice:
Shadow Skimmer

John Gilbert is always right. So there



Enduro Racer Electric Dreams

I am writing to complain about John Gilbert. He gave Enduro Racer only five stars!! Where's the classic?? This game is brilliant. The smooth scrolling graphics and the backgrounds. The little details like the way the back tyre squashes when you do a jump and the reassuring foot as you go around the corners. Even the sand clouds from the back of the tyre on Level 2, and the playability make it the best thing since Elite!!■



Jonathan Pike
Limpley Stoke
Avon
Game Choice:
Nemesis

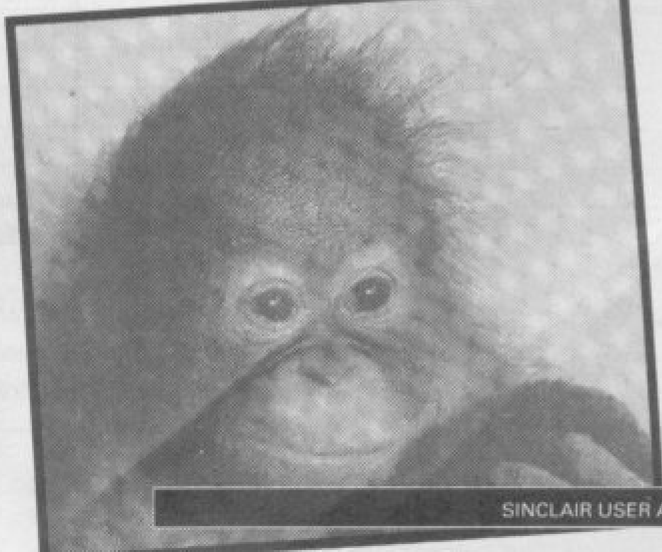
Please see facing page for a reply that makes you look like a complete idiot

Avenger Gremlin

After considerable thought I decided to purchase Avenger from Gremlin as I was led to believe it was a brill game. Duped again! It may look pretty but it has no gameplay – kicking in monsters is entertaining for a while, but soon becomes tedious. How come you gave it a 'classic'?■

Roy Turner
Oxted, Surrey
Game Choice:
Enduro Racer

That was no classic, it was a dead spider on the printing press. (Only joking, Gremlin)



Dandy Electric Dreams

Well you've gone and done it this time haven't you? Dandy isn't Astonishingly authentic, it's a "!"0% pain in the neck. Why? Well the smooth movement doesn't come off, and once you're getting into the game and you have to wait for the screen to catch up. The 'colourful graphics' are very nice, but you tend to lose both your character and food etc in them. And then you get stuck in the secret passages and have to reload the game. I wouldn't give it five wet mops! It's a poor effort and a waste of £7.99. Gauntlet wins hands down■

Patrick Thompson
Hampshire
Game Choice:
Gauntlet

Well actually, five wet mops can be pretty useful in certain areas of today's society

★★★★★★★



The WRITE STUFF?!

Cobra
Ocean

I totally agree with your review of Cobra. (Gasp! can this be true? Absolutely) Just as you say – this game is just totally average. OK, so the graphics aren't too bad, and the sound is good, but the gameplay is pathetic! It's just far too difficult. I dunno how many times I almost smashed by TV Screen in when, yet again, I got killed in a situation which was impossible to get out of! Only buy Cobra if you can afford to buy fifteen televisions 'cos you're bound to smash the screens in on every one of 'em■

Kevin Watkins
Market Harborough
Leics
Game Choice:
Bubbler **(Ultimate are the best)**

Stop that – it's silly!



★★★★★★★

'T' Ball
Firebird

I read the misleading Facts box in SU 62 and went out to buy the great colour and super sound game, only to discover the four star game, wasn't worth it. How can a game involving as much control and skill as eating chips get four stars? OK, the price of £1.99 didn't make me think it was going to be earth-shattering but I did pay the money expecting a four star game. In the event I was deeply disappointed. How can this get four stars?■

Christopher White
Basford
Game Choice:
Football Manager

Jack finds eating chips quite difficult, they tend to stick to his stumps





Terra Cresta
Imagine

Peow, eow, Bang, Bad-duum! Blazes! One more life gone . . . Terra Cresta – 3 stars – Pretty average – Buy if desperate, according to Graham Taylor.

I wonder did he even bother to play the game!

Terra Cresta is one of my favourite games. Each scrolling screen is only two-colour, but the graphics are extremely detailed. The object is to blast enemy ships, and build up your own ship and the game moves quite fast and is tough.

This is Imagine's best release since Ping-Pong, and the programmers should be highly praised.

I found the sound in this game excellent, with three different tunes, one on the menu, another before starting the game, and the last tune when you are finally killed. Plus there are excellent spot effects during the game.

It's definitely in my ten best games■

Conor Shields
Dublin
Game Choice:
Judge Dredd

You obviously haven't played Light Force, Slap Fight, Hades Nebula etc . . .

★★★★★★★



Gauntlet: Deeper Dungeons
US Gold

Bom bom bom bom bom! Oops – can't get that tune out of my head. The Deeper Dungeons from US Gold is brill – it should be a classic. And you can only manage to get to Level 4! I got to Level 124, you are a lot of wimps at SU. Thor is pathetic at casting spells and I don't like Thyra (and I don't like yellow)■

Gareth Lewis
West Yorkshire
Game Choice:
Barbarian

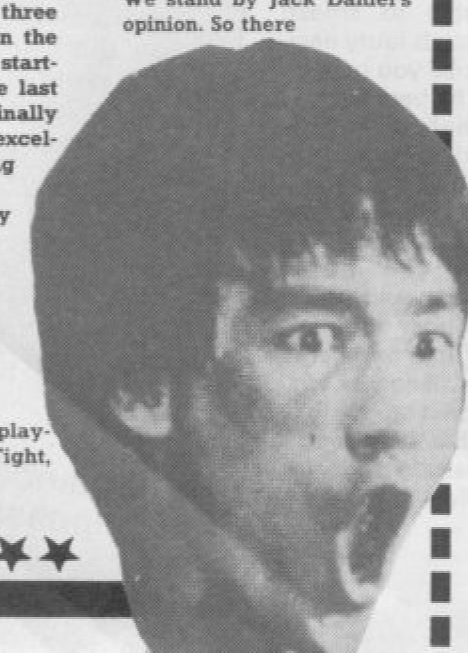
Well we quite like yellow. Actually

I, Ball
Firebird

Does your reviewer Jack Daniel know what he is talking about? I quote: 'The good news is you'll love I Ball. Love I Ball???? I hate it. You are completely outnumbered. You can't move properly. You can't even fire properly! And as for weaving round objects or picking up Power Discs etc, you can't tell what is what. It isn't worth a penny of the £1.99. Don't buy it, don't even take it, it's not worth the time it takes to load it■

Sarah Copley
Rugeley, Staffs
Game Choice:
Tai-Pan

We stand by Jack Daniel's opinion. So there



Enduro Racer

Not being one for simulators, I bought Enduro Racer with mixed feelings. I was stunned, what an amazingly brilliant game. The graphics are the best I think I have ever seen on the Spectrum. The overall mark should be at least 20 out of 10! It's easy to get into (I completed the first level in about 10 mins) yet the second stages and beyond are more difficult to complete which makes it extremely addictive. Should be an essential part of anybody's games collection■

Martin Peattie
Thame, Oxon
Game Choice:
Hydrofool





Enduro Racer
Activision

I think Enduro Racer deserved a classic. It is absolutely megadooberilliant. I thought my Spectrum 48K was dishing out the arcade version of the game. The scrolling is smoother than a baby's bottom (It is? – Ed) and the way the bumps, turns, ramps and wheelies are done is excellent. A superb conversion■

Christian Southall
Warley
West Midlands
Game Choice:
Army Moves

You're absolutely right, the reviewer's been exiled to Tibet

Every so often — well very often actually — you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're so clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £10—er, cheque — with which to buy the software title of your choice — tell us what you plan to spend the money on if your review is printed.

One request, we want to know what you look like so send us a picture. Any old picture will do — you at home, in Ibiza, in the garden, even making silly faces in photobooths we don't care.

So get cracking — write your reviews and send them together with the completed coupon below.

YOUR REVIEWS
Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush – tell us straight what you think. Send your review (of any *recent* game) plus your picture and fill in the coupon. *send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

Name..............................

Address..............................

....

The program I would most like to buy with my tenner is ....

*** Reviews supplied without full name and address will not be considered for publication.**

JON RIGLAR'S ZAP CHAT

"Ding-Dong" went the bell. "Creak creak" went the staircase. A dark figure was visible outside the door. It was raining. Jon opened the door. The postman turned around and smiled in postman-like way. "You've got a big one this morning," said the postman. "Ooer!" said Jonny. "Stop faffing about, here's ya parcel," said the postman handing over a rather large brown parcel. "Cripes!" said the well trendy young man. "That looks like a rather large brown parcel." The postman smiled and walked away with a strange limp. Jon closed the door and opened the package. There was a message which looked pensive, arid and altogether rather dry. (And why not?) Jon read it: "Your mission Jon, should you accept it, is to write an article called *Zapchat* that will contain loads of fabulous tips and great maps to beat all the competition. In fact, it should be generally fabby all round. Oh. Yes. Could we have it by tomorrow? This letter will self destruct in sixty seconds." "Ooer, what a pump!" said Jonny running in the general direction of North Wales.



Why do software houses use ridiculous titles for their games.

Zynaps

for example. I mean, if you say Z - Z - Zynaps - naps - naps - clang - na - na you've got yourself a Paul Hardcastle track. What next?

LEVEL 1

Ho-hum. If you think this is easy, then you're in for a shock me old gus honeybun. I for one spent yonks on this level, so I'm going to gie ye serm terps. From the start then. Off you horizontally scroll, and the first thing you find is a ground position that will do its best to rip your ship apart. Now then. These types of enemy are probably the hardest thing you are going to encounter on Level 1 and you should always blast them as soon as they appear on the tube. It's no good being wishy washy – if you miss one, then you will find a hail of bullets charging up from behind you.

Further into the level, you find another load of nasty, nasty alien type thingies. These are the ones that hide behind a gun position and then spring up at you. What you need to do here is hug low to the ground (without crashing into anything) and keep shooting. And shooting.

Power levels are pretty ruddy important. If you are one of those laid back types who prefer to stay stationary and blast, then it is possible to do this if you notch up a few power points on the missile side. The only other useful weapon type on this level is the bomb. And you only really need to use that a few times to wipe out ground positions and the odd low flying alien. But! In Level 2 (coming up soon) you'll need to start off with 100's of missile power points to get anywhere, so make sure that at the end of Level 1, you grab a few.

Three quarters of the way through Level 1, you come across a bunch of real hard types. It is necessary to fly through a rather narrow gap and a group of three aliens block your way. If you've just grabbed a power point, you should be able to smash your way through fairly easily, but otherwise you may be a bit schtuk. The best tactic is to charge straight at the lower alien and blast. Then you've still got two others to deal with. Fly backwards and in a diagonal direction firing frantically as you move. Hopefully you should polish off the remainder and still have enough time to react to stray missiles. Another way to deal with the deadly trio is to wait until they fly through a crossover pattern and start to retreat. Only one problem



here – they let loose tonnes of bullets as they go.

At the end of Level 1 there's a final alien who generally flies around a lot lobbing lots of things at you. The trick here is to keep moving.

LEVEL 2

You may be forgiven for thinking 'Oh God, not ANOTHER game which involves dodging a bunch of moving meteors'. And you would be quite correct. Once you've gained access to Level 2, you are flung into the meteor storm and everything is dodge and dodge and dodge. It's also pretty easy. If you can't handle it, get the extra dodge power.

Things start to heat up once the meteor stage has passed. The screen will clear and in will dash some alien creatures. They always appear from the bottom and after a few goes, it is possible to shoot most of them before they get a chance to fully enter the screen. Next up is another wave which appears just a little lower down. Wipe them out before they have a chance to get a shot back at you. If you miss one or two, duck down to the bottom of the screen and keep moving back and forth. They will sweep up and let loose a few bullets. If you stay still, the aliens will home in so keep moving.

Guess what? The meteors have appeared again. They are less dense and here and there you'll encounter the odd alien. Make sure you keep your power levels as high as possible and always keep moving around. Try not to get yourself trapped into any corners.

Finally, if you manage to survive for a few seconds longer you will come across lots and lots of missiles that generally dislike your craft enough to lob themselves at you. Not a nice thing really. And which is why, as of this moment, I can't tell you about Level 3!

COMPETITION ☆ COMPETITION

Goodness gracious me! What shall we do now then? Now then, now then, now then! 'Ows about that then? A quick reminder of the *Zapchat*

Xeno

competition. I'm on the look out for two chappies or chappesses or one of each in whatever order who think they are absolutely brilliant at the game. Now then, now then, now then. What do you get out of it? Very little actually. Well, you could get to wake up at 4.00 am depending where you live, get to climb aboard a means of transport and sit for a certain number of hours until you arrive at London and that's just for starters. 'Ows about this then? Once you arrive, you'll be plonked in front of a telly and told to play the game and the overall winner will probably win something or other that happens to be lying around in the office. Then you'll be whisked off (well, very nearly) to a cafe to be fed and watered. Hint: Make sure you just have a burger, or chronic indigestion will occur during homeward journey. 'Ows about that then? If you are interested, drop us a line at the usual address. And why not? Mark it 'Xeno Compo'.

In a subject totally unrelated to the **Xeno** competition, here's the Reader's Chart for this month. It comes from James Clark of Ipswich. Old Jamie also included his favourite ear basher who comes in the form of Tom Jones, which is not unusual. (Tragic pun there I think.)

BIG FIVE READERS' CHART:
JAMES CLARK

1 Academy	CRL
2 They Call Me Trooper	CRL (Cough, Splutter)
3 The Boggit	CRL (Have you noticed what I've noticed? – and it's not even an arcade game!!)
4 Arkanoid	Ocean (Phew)
5 Impossaball	Hewson

4,000 Soviet Nuclear Warheads
are targetted at the North American Mainland.
The only hope in a nuclear conflict
would be the...

HIGH FRONTIER

An SDI Wargame

**The ultimate deterrant...
or an unworkable provocation?**

The most controversial defence policy this decade, known variously as SDI, Star Wars or Reagan's Ray Guns, the Strategic Defence Initiative is either hailed as mankinds salvation or damned as an unworkable provocation. In HIGH FRONTIER you are the project leader commiting staff and funds to make SDI a reality. You deploy the satellite defence system as the world teeters on the brink of nuclear oblivion, and you must make the decisions that could save the American mainland...or devastate it.

A joystick-controlled, icon driven strategic simulation that's hopefully as near as you'll ever get to the real thing...or is it?



Designed by **Alan Steel,**
developed in collaboration
with **Ian Bird.**

ACTIVISION
ENTERTAINMENT SOFTWARE®

Amstrad CPC cassette (£9.99) and disk (£14.99)
Commodore 64/128 cassette (£9.99) and disk (£14.99)
and ZX Spectrum 48K/128K/+ (£9.99)

Mail order: Activision (UK) Ltd., 23 Pond Street, Hampstead, London NW3 2PN. Tel: 01 431 1101

MAP CHAT

Stephen O'Neal has sent in an absolutely huge map of

Saboteur II

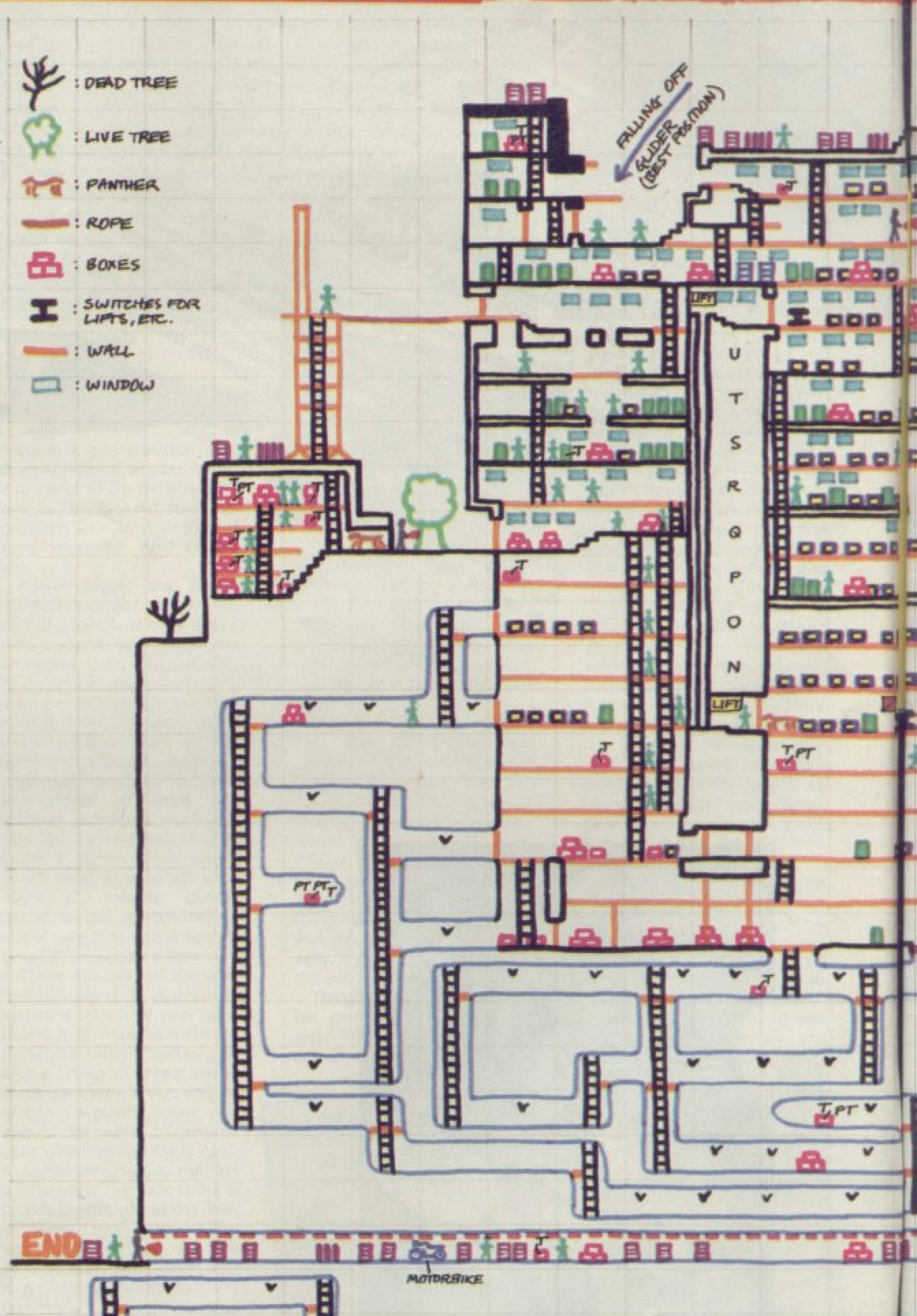
He says I've got to print it because it cost a lot of money to send it all the way from where he lives in Nelson, New Zealand. Oh, OK then. He also sends in some tips:

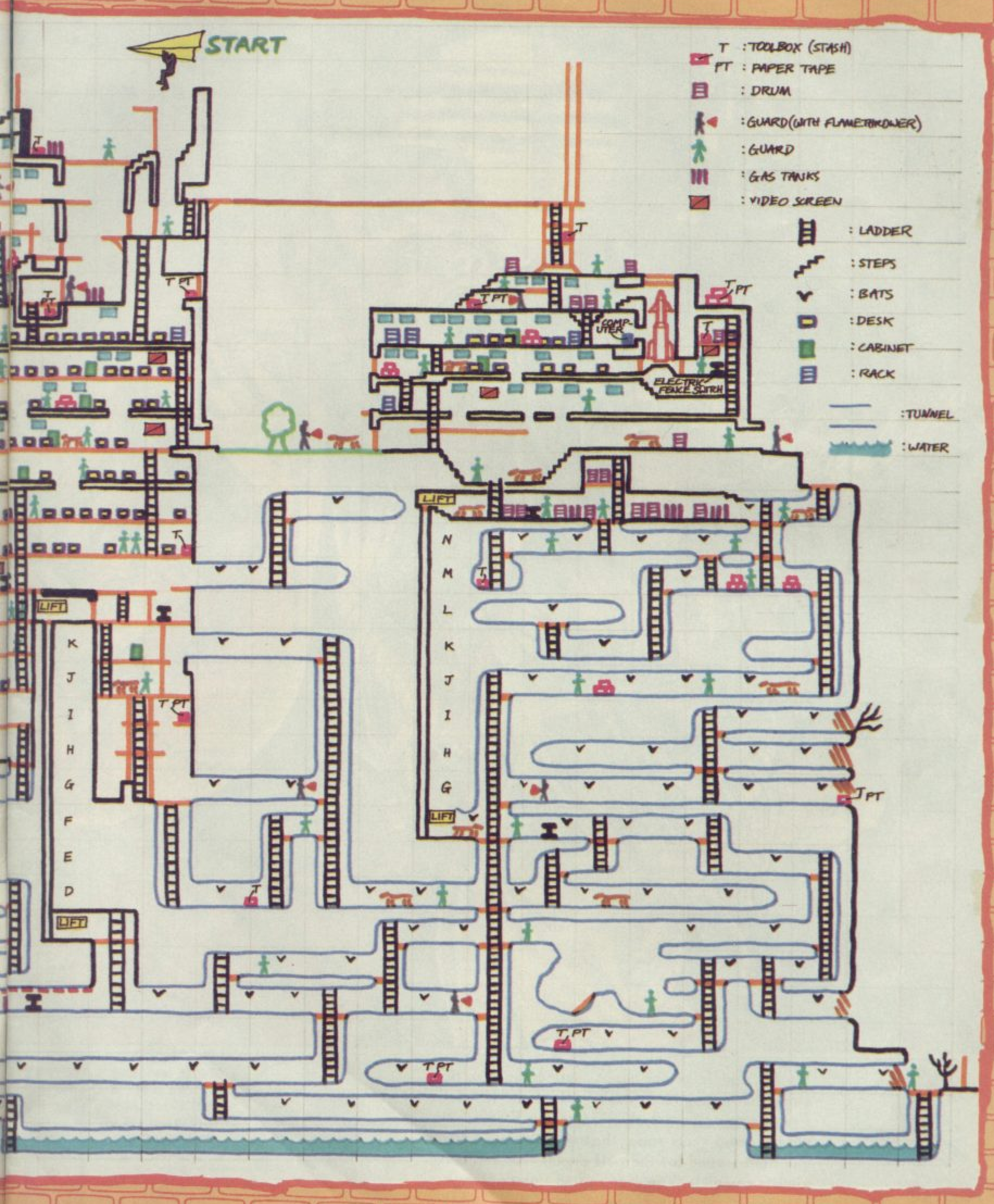
- Don't stop, jump or *Fire* while on a rope – you'll fall off
- Crouching and kicking will dispose of enemy guards and panthers quite efficiently
- Fight near a ladder so you can zip up to the next floor to recover if you begin to lose
- Guards with flamethrowers are dangerous, but only *Fire* when you are a body-length away. Get close and don't try to run away
- One room, which contains a paper tape can only be reached in one way. Go across the long rope to the right. When you get to the tower, turn around and go back. At the left-hand side of the last 'blank' screen before you get to the left-hand side of the rope, jump. You'll end up on a ledge leading to a room with the paper tape
- For each mission work out a route that is quick and avoids the most guards. Then follow it carefully on the map
- Keep a weapon by your side if possible

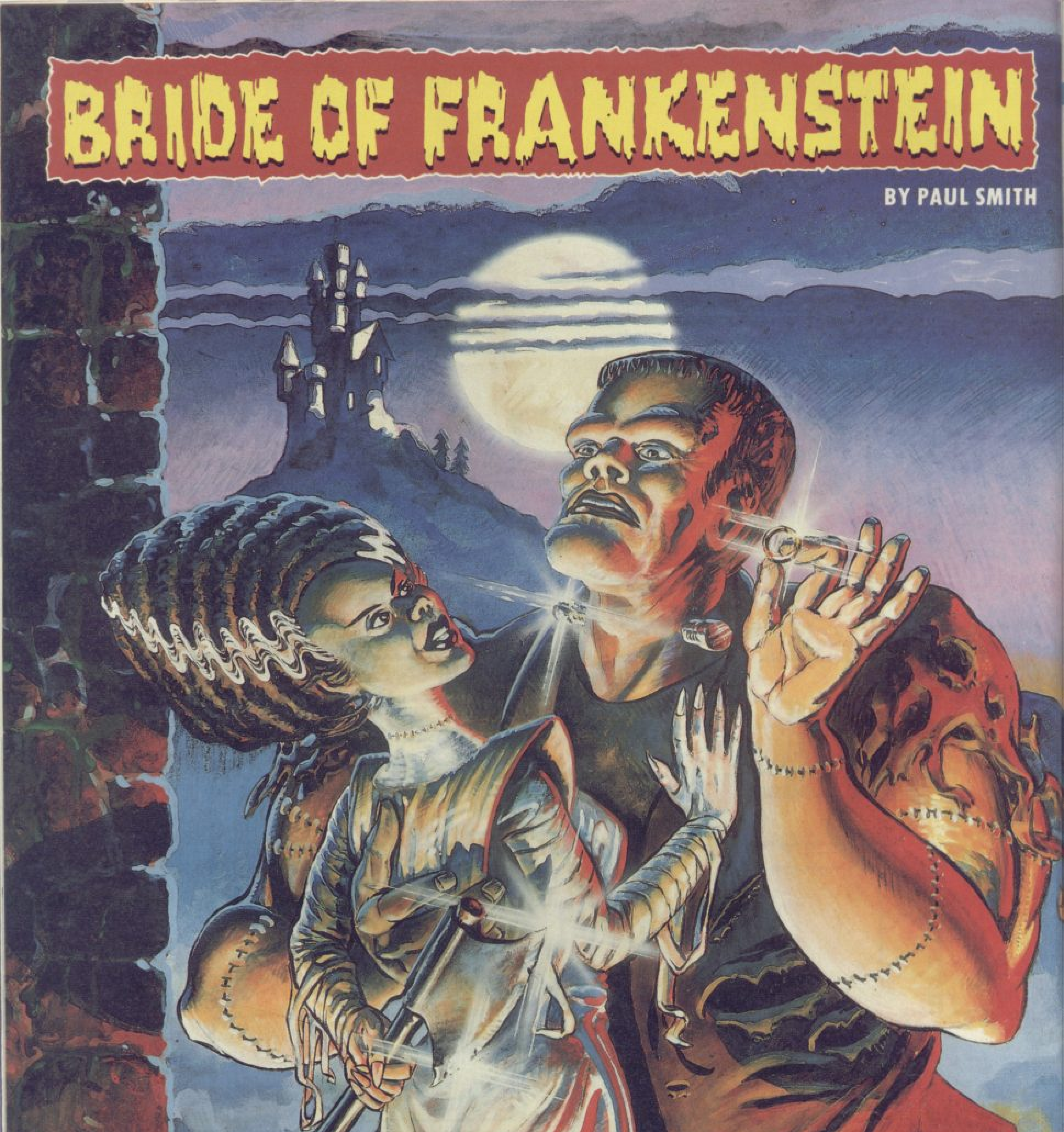
Thanks Stephen – with so many sheep to look after I'm amazed you found time to map anything (I read somewhere the New Zealand sheep population is something like five times bigger than the human population – just thought you'd like to know that).

Sticking for a moment with **Saboteur II** here are some of the Levels Codes:

Level One: Enter
Level Two: Jonin
Level Three: Kime
Level Four: Kuji Kiri
Level Five: Saimenjitsu (Bet you can't say that without chewing a...)
Level Six: Genin
Level Seven: Mi Lu Kata
Level Eight: Dim Mark . . . I mean . . . Dim Mak
Level Nine: Satori




START
T : TOOLBOX (STASH)
PT : PAPER TAPE
: DRUM
: GUARD (WITH FLAMETHROWER)
: GUARD
: GAS TANKS
: VIDEO SCREEN
: LADDER
: STEPS
: BATS
: DESK
: CABINET
: RACK
: TUNNEL
: WATER
COMPUTER
ELECTRIC FENCE SWITCH
LIFT
N
M
L
K
J
I
H
G
F
E
D





Its the middle of the night, outside an electrical storm is raging and you're all alone in castle Frankenstein. Your task is to revive Frankie, the monster who wants you at the top of the tower while you hunt around for the vital organs that will make his life complete. You need to find a pair of lungs, a pair of kidneys, a liver, a heart and of course a brain if you want to make a man of him.



C64/128 cass £9.99
C64/128 disk £12.99
AMSTRAD cass £8.99
AMSTRAD disk £14.99
SPECTRUM £8.99

JON RIGLAR'S ZAP CHAT

"Rotter! Cad! Idiot!" you all cried last month when I didn't finish all off all of the solution for Ocean's rather impressive game

Short Circuit

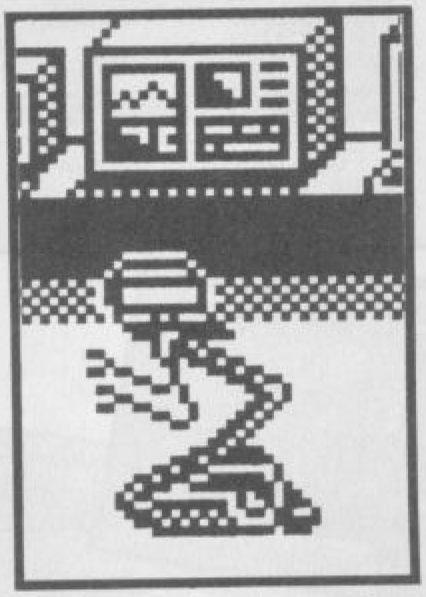
It's enough to drive a man to drink! (Er, a pint of Pils please) However, I'm a generous sort of guy and so, as promised, the remaining part of the solution is printed in this month's column. You'll have to refer to the map that was printed in SU 63 for the room numbers which means that if you bought a lesser Spectrum mag you'll be up a creek without an outboard, so as to speak. Now, if my memory serves me correctly, we were somewhere past where you altered the security mode and set it to *Secmode Low*.

1. Keep hold of the hacking disc and head off to room 47. Once you get there, *Search* the drawer unit and you will come across the *Laser Software*. Grab this, and head up to room 18, where you should drop the *Laser Software* on the sofa. Now guess where you have to treck off to next – that's correct, all the way back to room 47 to grab the *Jump Hardware*, which then has to be delivered (unlike my copy of **Enduro Racer,** hint) to room 18. You should place it somewhere next to the *Lazer Software*.

2. Next stop is room 6 to check if the security droid is there. If he is, you will soon know all about it – he will generally charge straight at you and capture you. The object here, then, is to avoid him. Enter the room and immediately turn around to wait outside the room for one minute of game time before re-entering. Do the same procedure to check out room 7 and it is wise to do this whenever entering rooms 6, 7, 52 and 62.

3. You should now be in room 7. From here, trot off to numero 41 and use the hacking disc to break into the terminal in this room. Apart from being able to order copies of Ocean's **Head Over Heels** you should be also be able to set the time for something or other. (I can't remember what.) Set this time for 4 minutes from the time shown on the screen. Exit the terminal and chuck the hacking disc on the terminal to rot.

4. Now proceed to room 38 and search through the *Spares*

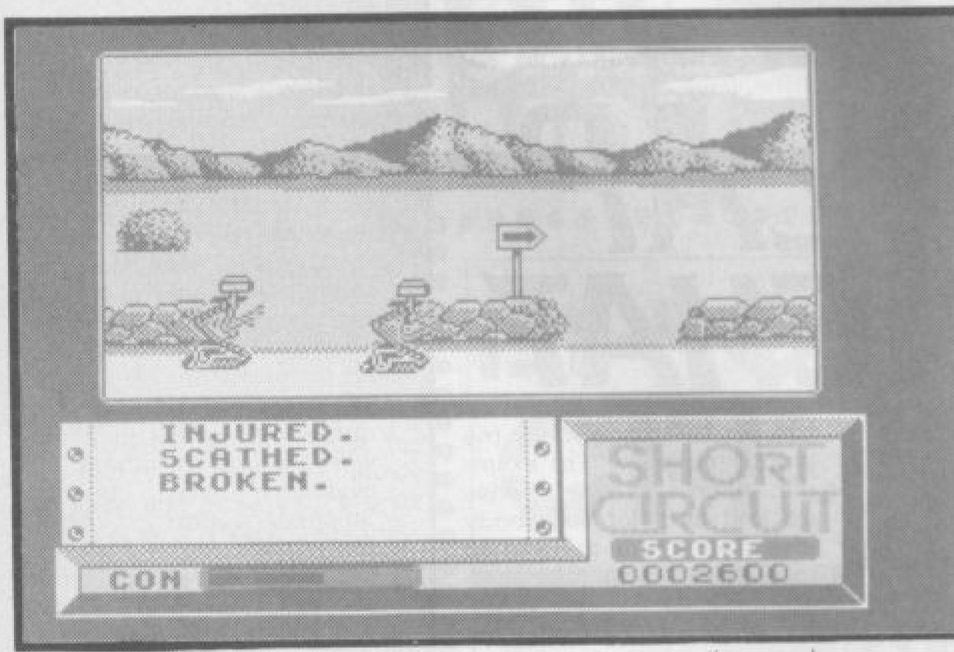


Box. Apart from the occasional burnt out Commodore 64, you should also find a *Lazer Circuit*. Because (shouldn't really start a sentence with that word) it is very incredibly useful, stick it in your bag and trot off to room 7, remembering the safety procedure. Go down to room 18 and pick up the *Laser Software*.

5. You should now be carrying the following articles: The wonderfully pink pink passcard, the *Laser Software* and the *Laser Circuit* which sort of makes sense.

6. If you are carrying anything else, drop it on the nearest sofa and go back to get the items you should have. Of course, if you were listening carefully in the first place, there should be no problem whatsoever.

7. Now go to room 52. Before entering remind yourself of the safety procedure and when all is clear, enter the room. All you have to do now, is to wait around fiddling with a resistor or something until the time you set earlier. When this happens, a service droid should appear and you should set full speed ahead after the little



metal thingy. Once you reach room 58, stop off there and have a rest.

8. You must now disappear to room 61 where you need to drop the *Laser Software* and the *Laser Circuit* on the draw unit. Now enter 61 and check whether the security droid is present. If he is there, he will probably be situated right at the other side of the room and so there is no real panic. You should now pop off to room 63 which is to your right. There you need to search the terminal and grab the drawer key.

9. With the drawer key in your possession, go straight to room 10 and the drawer unit there. Now search the drawer unit and behold! A gold passcard! I'm sure that at this point in the game you are all getting incredibly worked up although I think I should warn you that at any moment my typewriter ribbon could run out and I will have to postpone the rest until next month. That would give you enough to think up some more abusive comments like 'Stone Riglar!' which arrived a few days ago. (Thank you Paul, you should receive several bin liners full of ferret's droppings through the post within the week!) In fact, it makes me so angry that I might just give up on the **Short Circuit** thingy unless you all enter the **Xeno** competition.

10. I'm not mean. In fact I think I'm rather generous, and so, drop the drawer key anywhere in the room and open the nearby door with the gold passcard. Go through this door, but leave it closed when you get to the other side. If you forget to do this, a droid (boo hiss etc) will appear in room 10 if the door is open. Pop into room 11, which is to your left, and once in there, search the work bench. On it you should discover a white passcard. (They've run out of colours!)

11. Make sure you have this passcard in your possession and make a bee-line to room 55.

12. Grab a pint once you arrive in this room and then stagger to open the nearby door by using the *Pink Passcard*. Don't, whatever you do, enter this room because when you re-appear, there will be a droid who will do his best to desolder your printed circuit boards. (boo hiss etc). All you need do next is leave room 55 and go in a generally downward direction to room 12.

13. When you arrive in room 12, use the Gold passcard to open the nearby door. Now pop back to room 10 where you should drop the gold and pink passcard.

14. What now? You should go to room 61 and take the *Laser Software* and *Laser Circuit* from whatever orifice you placed them last time. If I remember correctly, they should be in the Draw unit. Then proceed through room 62 and on into 63 where you should drop the *Laser Software* and the *Laser Circuit* on the nearby table. Now leave the room the way you entered and you should now be situated in room 4. (That actually doesn't make much sense, but appears to work – must be some new sort of building construction.) If you want to complete the game, you should disappear off to room 44 and through the door using the white passcard to open it. Now go straight to room 18 where you last left the Jump Hardware. It is now incredibly important and so pick it up.

15. Fifteen – I like the number fifteen, it has a nice sort of leathery feel to it and is altogether calming. (Blurb interpreter writes: What this idiot is actually saying is that 15 is the last tip) You now need to follow the same procedure as you used the last time to get passed the locked door in room 57. (i.e. Using the hacking disc to set the time.) Once you manage to get through to room 58, it's straight up to room 63 where you should pick up the *Laser Software* and *Jump Hardware*. Now all you have to do is to walk through the door marked on the map with Exit.

£2.00 OFF
SU SMASH OFFER
HADES NEBULA

Send Coupon to: Hades Nebula Smash Offer, Nexus Productions Ltd, DSB House, 30 High Street, Beckenham, Kent, BR3 1AY along with a cheque/postal order for £5.00 made payable to Nexus Productions Ltd. Offer closes 30th August.

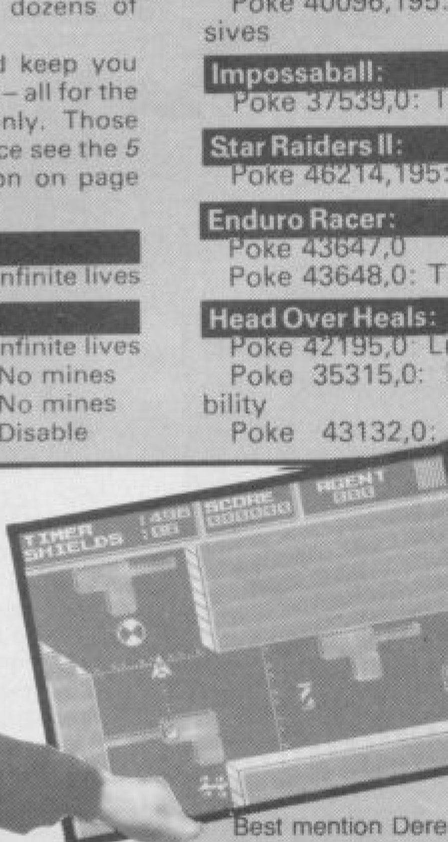
JON RIGLAR'S ZAP CHAT

A lot of things make me angry you know. For example, when someone phones up and asks for somebody else. The natural thing to do is to ask who's calling before handing over. So, you politely say 'Can I say who's calling?' And they say 'Yes'. Strewth!!! Which leads us neatly into the subject of

Thrust II

from the chaps at Firebird. I received a letter from Lee Callaghan of Sheffield who has found (or probably his mates found and Lee copied them) a cheat for the game which has you whizzing around all over the shop and most times crashing into the nearest hill. Anyhow, here's what you should do.





Go to the nearest statue above the ground (well I always though it was a pylon thingy) and take your ball. When you have managed this, take your ball and ship to the usual red flashing blob that is suspended to resemble something or other but I don't know what.

Now comes the fun bit. Fly your ship back to the same statue/pylon and approach it as if there was a ball there. Press the pick up key and you should now find that a ball is hanging below you. You should now be able to repeat the cheat until you totally complete the game.

Metrocross

looks just like a long piece of graph paper that has been rolled out to make up thousands and thousands of levels. Well nearly. The first couple of levels are really easy peasy, so I'll move straight on to Level 4. (The one after three)

HIGH SCORES

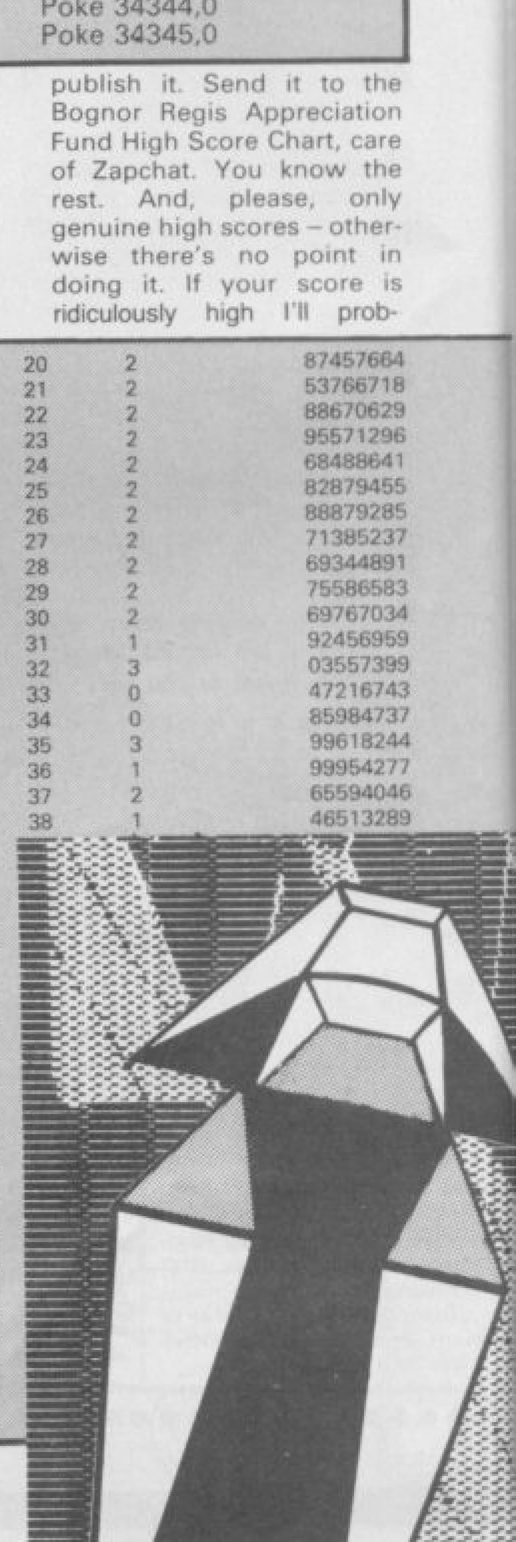
I'm starting a jolly good high scores feature. It's your chance to get all your high scores printed no matter what game you've achievd them on. It will in no way block out the Zapchat Challenge which will continue as norm. So. If you've just clocked up 9 million on Manic Miner, jolly well send it in and if it's the highest we'll publish it. Send it to the Bognor Regis Appreciation Fund High Score Chart, care of Zapchat. You know the rest. And, please, only genuine high scores – otherwise there's no point in doing it. If your score is ridiculously high I'll prob-

Best mention Derek Skilton of Ryde and Simon Brown of Portsmouth then. They write concerning the very wierd

Sentinel

recently released by Firebird. Derek claims to have got as far as Level 58. And Simon seems to be up in the hundreds. Here's a complete list of sentries and entry codes for levels 1 to 100 from Simon – who seems to have been pretty busy.

Landscape No	No of Sentries	Entry Code
	o	NO CODE
1	0	37043225
2	0	51939364
3	0	89195248
4	0	14099537
5	0	43983865
6	0	37418839
7	0	57977812
8	0	46986565
9	0	26945744
10	1	42346548
11	1	36798141
12	1	69785429
13	1	74274656
14	1	51038918
15	1	85754839
16	1	84581208
17	1	65791381
18	1	06855873
19	1	94889866
20	2	87457664
21	2	53766718
22	2	88670629
23	2	95571296
24	2	68488641
25	2	82879455
26	2	88879285
27	2	71385237
28	2	69344891
29	2	75586583
30	2	69767034
31	1	92456959
32	3	03557399
33	0	47216743
34	0	85984737
35	3	99618244
36	1	99954277
37	2	65594046
38	1	46513289



POKE CORNER

If you are one of those types that enter an arcade with 20p, play **Ikari Warriors** for an hour and come away with 31 credits, then go away! However, S Clemison from Manchester is not one of those types, no siree! He cheats. And cheats. And cheats . . . He's the type that enters the *Zapat* Challenge after clocking up a decent score using his Multiface One. And he's sent some rather nifty codes in along with trillions of others including (deep breath) Stephen Carr, Andy McCaughey, John Parkington, Jonny 'Poke King' Harris and thousands and trillions and zillions and dozens of others.

This lot should keep you happy for a while – all for the Multiface One only. Those without a Multiface see the *5 Star Pokes* section on page 18 this SU.

Uridium:
Poke 31308,0: Infinite lives

Green Beret:
Poke 41653,0: Infinite lives
Poke 44606,0: No mines
Poke 44607,0: No mines
Poke 47183,0: Disable mortars

Auf Wiedersehen Monty
Poke 42287,201: No death

Chronos
Poke 56904,0: Infinite lives
Poke 53407: No of lives

Avenger:
Poke 55519,0: Infinite thingies
Poke 51956,201: Infinite energy

Into the Eagles Nest:
Poke 36640,0: Ammo
Poke 36641,0: Ammo
Poke 40512,0: Keys
Poke 40513,0: Keys
Poke 41136,0: Hits
Poke 41137,0: Hits
Poke 40096,195: Explosives

Impossaball:
Poke 37539,0: Time

Star Raiders II:
Poke 46214,195: Lives

Enduro Racer:
Poke 43647,0
Poke 43648,0: Time

Head Over Heals:
Poke 42195,0: Lives
Poke 35315,0: Invincibility
Poke 43132,0: Super jumps for Heels
Poke 43132,0
Poke 43134,235: Super jumps

Shadow Skimmer:
Poke 53872,0
Poke 53873,24

Shockway Rider:
Poke 46119,0: Lives
Only a few more!!

Ranarama:
Poke 57436,205
Poke 59836,205
Poke 57572,201
Poke 59821,0
Poke 57421,0: All for lives

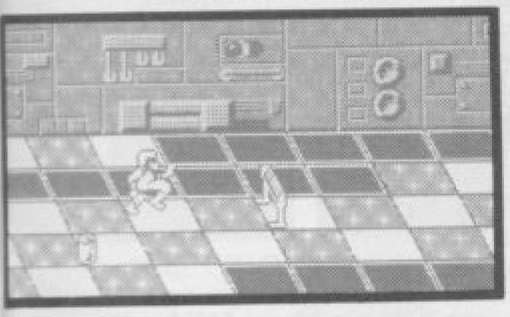
Sigma 7:
Poke 34159,0
Poke 34164,0: Level one lives
Poke 60068,0
Poke 60073,0: Level two lives
Poke 60396,0
Poke 60401,0: Level three lives

Olli and Lisa:
Poke 34569,0
Poke 34570,0
Poke 34571,0
Poke 37610,24
Poke 34343,0
Poke 34344,0
Poke 34345,0

ably assume you cheated.

LEVEL FIVE

Lots more squares and loads more barrels and those annoying springy things. There's also the odd pit which you must jump over at all times. Right at the end of this level there are walls



which jump up and down. You may think that things are getting difficult. But the more astute among you will just walk between the walls. Ha.

LEVEL SIX

This is actually quite strange. Up until now the levels have been ridiculously easy and now you are on level six it's too bloody hard. You do really need to collect all the speed cans and race across to make sure you stand even the remotest chance of getting anywhere. Really. I can't. So I've no idea about Level Seven. Sorry. I'll just go and jump out the window now.

That's it for another *Zapchat*. Don't forget to get those high scores in for **Zynaps** and the all-new high score chart thingymajig■

A FAN LETTER!! Yes indeedy, a fan letter has arrived at my humble personage. Immediate thoughts suggest it was from the Editor or, more probably, my gran. But no!! It's for real!!!!! (I'm geting a bit enthusiastic with the ol' exclamation marks.) Having framed it and hung it on my wall I went to college safe in the knowledge that at least one person on the globe finds my column slightly interesting. You want to know what it said, eh? (No, not particularly – Ed) Well, tough:

"I think you are more famous than Sam Fox's private parts and fitter than Rambo's right bicep not to mention the fact that you are better looking than Terry Wogan!"

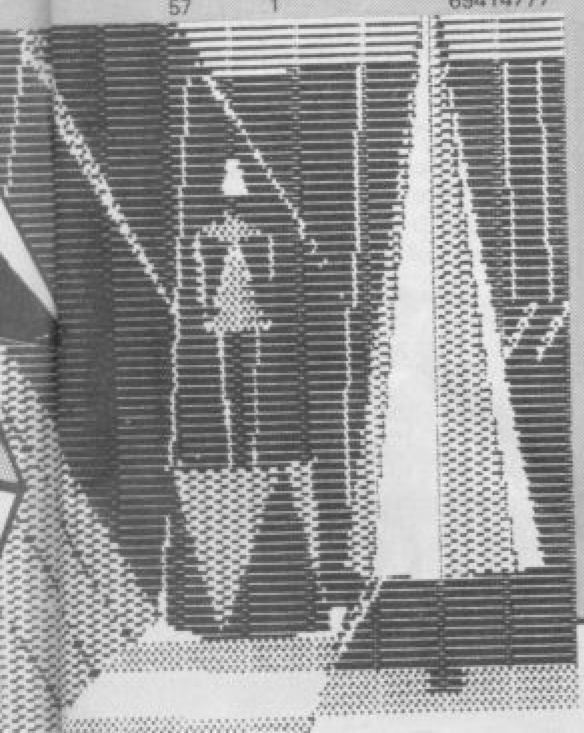
ZAPCHAT BIG EIGHT: *GUNRUNNER*

The postman was slightly disappointed with the response for this month's Challenge on Hewson's generally fabby **Gunrunner**. Anyhow, there were a few miserly entries and so here we go

Name	Position	Score
J Drake	1	19 870
M Thomas	2	18 960
S Lehane	3	17 650
C Perkin	4	16 660
S M Lau	5	16 430
R Maddock	6	16 220
R Aala	7	15 990
K Sturgess	8	14 960

The postman would appreciate more than twelve entries next time around. And what game shall we have? Hurumph. How about the recently released **Zynaps**?

39	2	49656739
40	4	86062226
41	3	88674507
42	1	00544319
43	2	37234566
44	2	76499664
45	1	61967526
46	3	79762535
47	0	66530669
48	3	53139247
49	1	69955875
50	1	84084664
51	2	71973967
52	0	10811544
53	5	71926626
54	5	44597942
55	0	33865982
56	2	95163442
57	1	69414777
58	2	43983978
59	1	27156086
60	6	55361541
61	0	15524414
62	2	22698418
63	1	68703477
64	1	88789888
65	2	82974958
66	0	58987434
67	5	51783645
68	0	65829527
69	4	37509947
70	2	73891540
71	1	87182559
72	3	09857276
73	1	36923895
74	2	45977455
75	3	27890184
76	1	48592774
77	2	91027664
78	1	50879594
79	2	00788066
80	1	51458381
81	2	64569314
82	2	65641305
83	3	19057750
84	3	65026999
85	1	50846985
86	2	78269016
87	1	34553709
88	2	47574594
89	1	45039464
90	0	53885731
91	5	98825894
92	1	16986405
93	2	74764690
94	2	73544725
95	1	59966431
96	2	35281455
97	0	93972289
98	4	50194977
99	0	50502696
100	3	92769987



INFORMATION EXCHANGE

Here we go again. Another assortment of utter drivel. And why not?

a) 'Dam, Dam and triple hell' writes Mr Hillson of Tameside. Apparently he is STILL playing Manic Miner and cannot get any mags to print the Pokes he wants to get past the Processing Plant. Anyhow, he does not fully understand how to use the Pokes. Well, probably the best cheat is to type in the following when you are actually playing the game. It's 6031769. This should allow you to choose which screen you are to play. You need to press Key 6 continuously and then an assortment of Keys 7 to 0 to select the screen you want. Hope that's OK.

b) Stewart Saint of Plymouth has walked across the road to hand me his letter. (I'm just up the road in Weston Mill, Stew). He has just thrashed the last published score in ***Bombjack*** *and will pay the person who beats his new score a full-blooded tenner. The score to beat them all is 932,950. So, if you've done better (without cheating please) write in at the usual address.*

c) Finally, a gripe from Mike Stock of Cardiff concerning the content of SU. There should be more interviews with programming teams and less fantasy coverage. If he wanted that, he'd buy White Dwarf.

SAVE MONEY!!

£1·50 OFF

SU SMASH OFFER

CATCH 23

Send coupon to: Catch 23 Smash Offer, Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE, along with a cheque/postal order for £6.45 made payable to Software Communications Ltd. Offer closes 30th August.

£1·50 OFF

SU SMASH OFFER

NINJA HAMSTER

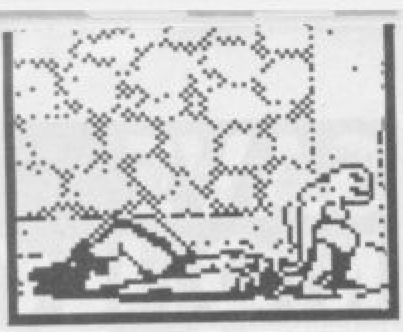
Send Coupon to: Ninja Hamster Smash Offer, CRL, CRL House, 9 King's Yard, Carpenters Road, London, E15 2HD, along with a cheque/postal order for £7.45 made payable to CRL Group plc. Offer closes 30th August.

£1·50 OFF

SU SMASH OFFER

SLAPFIGHT

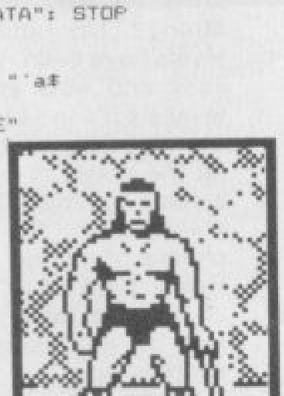
Send Coupon to: Slapfight Smash Offer, Imagine Software, 6 Central Street, Manchester, M2 5NS, with a cheque/postal order for £6.45, made payable to Imagine Software. Offer closes August 30th.



BARBARIAN

Type in the listing and run it. Then play the Barbarian tape. You'll now be able to choose either invicibility, or having to kill one man before reaching the final screen or both

```
 1 REM BARBARIAN poke
 2 REM A.SINGH 1987
 3 REM
 4 BORDER 0: POKE 23658,8
 5 CLEAR 65479
 6 LET t=0: LET w=0
10 FOR f=65480 TO 65523
15 READ a: POKE f,a
20 LET t=t+w*a: LET w=w+1
25 NEXT f
30 IF t<>115996 THEN  PRINT "ERROR IN DATA": STOP
32 INPUT "INVINCIBLITY (Y/N) ";a$
33 IF a$="Y" THEN  POKE 65513,50
34 INPUT "ONLY NEED TO KILL 1 MAN (Y/N) "'a$
36 IF a$="Y" THEN  POKE 65518,50
40 PRINT AT 10,5;"START 'BARBARIAN' TAPE"
45 RANDOMIZE USR 65480
50 DATA 6,2,197,17,17,0,55
55 DATA 62,255,205,86,5,193
60 DATA 16,243,221,33,0,64
65 DATA 17,230,191,62,255,55
70 DATA 49,254,255,205,86,5
75 DATA 62,68,58,179,153,62,1
80 DATA 58,253,142,195,168,137
```

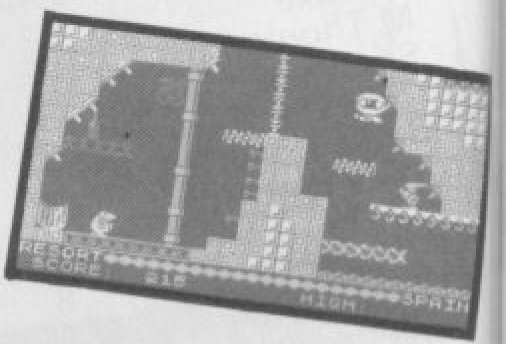


5 POKES

ARMY MOVES

Type in the listing and run it, then play the game tape. In part 1, you will be invincible, and in case you fall down any holes, you'll have infinite lives. In part 2, you'll have infinite lives too

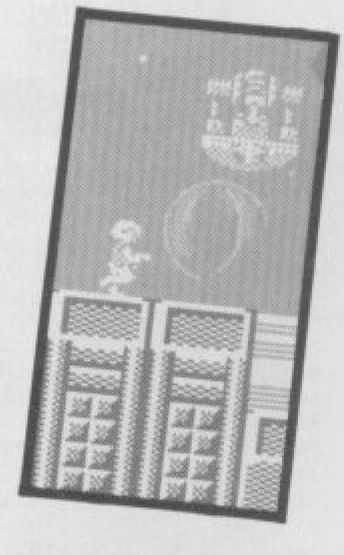
```
  1 REM ARMY MOVES pokes
  2 REM A.SINGH 1987
  3 REM
  4 BORDER 0
  5 CLEAR 64500
  6 LET t=0: LET w=1
 10 FOR f=32000 TO 32174
 15 READ a: POKE f,a
 20 LET t=t+a*w: LET w=w+1
 25 NEXT f
 30 IF t<>1883209 THEN  PRINT "
DATA ERROR": STOP
 40 PRINT AT 10,5;"START 'ARMY
MOVES' TAPE"
 50 RANDOMIZE USR 32000
100 DATA 221,33,203,92,17,234
110 DATA 6,62,255,55,205,86,5
120 DATA 48,241,243,237,94,33
130 DATA 44,125,229,33,172,98
140 DATA 229,51,51,17,163,252
150 DATA 1,21,3,33,253,94,62
160 DATA 202,237,79,195,172,98
170 DATA 33,70,125,229,33,199
180 DATA 252,229,51,51,17,209
190 DATA 199,1,231,2,33,209,252
200 DATA 62,186,237,79,195,199
210 DATA 252,33,209,252,17,209
220 DATA 138,1,92,0,237,176,33
230 DATA 228,138,34,233,138,34
240 DATA 237,138,33,218,138,34
250 DATA 245,138,33,255,138,34
260 DATA 9,139,62,195,50,29,139
270 DATA 33,116,125,34,30,139
280 DATA 195,209,138,175,50,165
290 DATA 255,62,58,50,103,255
300 DATA 62,252,50,121,255,33
310 DATA 144,125,17,0,252,1,50
320 DATA 0,237,176,195,55,255
330 DATA 175,50,93,209,50,163
340 DATA 190,50,181,190,62,58
350 DATA 50,186,217,50,12,223
360 DATA 62,12,50,182,193,62
370 DATA 210,50,184,190,195
380 DATA 0,91
```

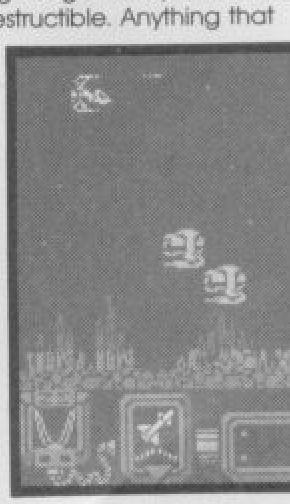


QUARTET

Type in the listing and run it to obtain infinite lives and invincibility for all four characters

```
  1 REM QUARTET poke
  2 REM A.SINGH 1987
  3 REM
  4 CLEAR 65535
  5 LET t=0: LET w=1
  6 FOR f=32000 TO 32149
 10 READ a: POKE f,a
 15 LET t=t+a*w: LET w=w+1
 20 NEXT f
 25 IF t<>1317564 THEN  PRINT "DATA ERROR": STOP
 30 PRINT AT 10,5;"START 'QUARTET' TAPE"
 50 RANDOMIZE USR 32000
100 DATA 221,33,203,92,17,234
110 DATA 6,62,255,55,205,86,5
120 DATA 48,241,243,237,94,33
130 DATA 44,125,229,33,193,98
140 DATA 229,51,51,17,99,252
150 DATA 1,42,3,33,253,94,62
160 DATA 202,237,79,195,193,98
170 DATA 33,70,125,229,33,135
180 DATA 252,229,51,51,17,145
190 DATA 252,1,252,2,33,145,252
200 DATA 62,140,237,79,195,135
210 DATA 252,33,145,252,17,209
220 DATA 138,1,92,0,237,176,33
230 DATA 228,138,34,233,138,34
240 DATA 237,138,33,218,138,34
250 DATA 245,138,33,255,138,34
260 DATA 9,139,62,195,50,29,139
270 DATA 33,116,125,34,30,139
280 DATA 195,209,138,33,136,125
290 DATA 17,18,91,1,20,0,237
300 DATA 176,33,18,91,34,74,255
310 DATA 195,243,254,62,201
320 DATA 50,0,230,50,160,223
330 DATA 50,46,236,195,0,91
```





AUFWEIDERSEHEN MONTY

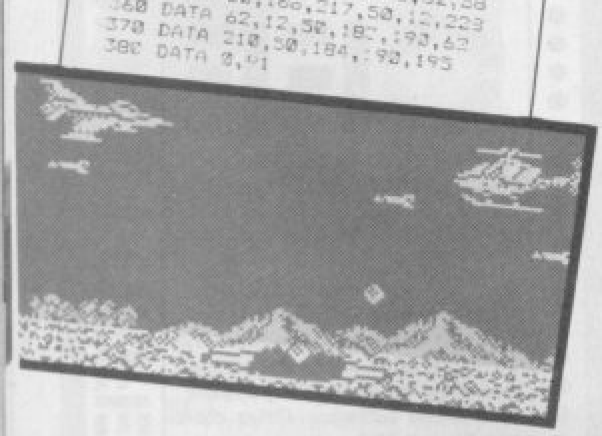
Type in the listing and run it before playing the game tape from the beginning. You'll now have infinite lives, and you can move to any room by pressing *T* and then typing a two-digit number to denote which room you want, eg. 01, 02, 24 etc

```
  1 REM AUF WIEDERSEHEN MONTY
  2 REM A.SINGH 1987
  3 REM
  5 CLEAR 32767
 10 PRINT AT 10,12;"START TAPE"
 15 LOAD ""CODE
 20 POKE 33090,131
 25 LET t=0: LET w=0
 30 FOR f=33536 TO 33618
 35 READ a: POKE f,a
 40 LET t=t+w*a: LET w=w+1
 45 NEXT f
 50 IF t<>422980 THEN  PRINT "E
RROR IN DATA": STOP
 55 DATA 62,24,50,217,160,62
 60 DATA 201,50,99,186,33,24
 70 DATA 131,17,176,164,1,60
 75 DATA 0,237,176,195,0,68
 80 DATA 62,251,219,254,203
 85 DATA 103,192,33,2,0,229
 90 DATA 205,142,2,205,30,3
 95 DATA 56,248,205,142,2,205
100 DATA 30,3,48,248,246,32
105 DATA 214,48,254,10,48,232
110 DATA 225,6,10,132,16,253
115 DATA 103,45,32,221,254,80
120 DATA 208,50,46,242,49,120
125 DATA 91,33,234,159,227,201
200 RANDOMIZE USR 32768
```

ZYNAPS

Type in and run the program before playing the game tape from the beginning in order to make your ship indestructible. Anything that touches you will be destroyed

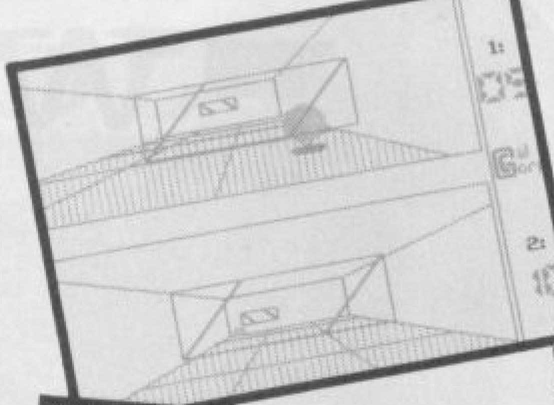
```
 1 REM ZYNAPS POKE
 2 REM A.SINGH 1987
 3 REM
10 BORDER 0: PAPER 0: INK 7
20 CLEAR 32767
25 PRINT AT 10,7;"START 'ZYNAP
S' TAPE"
30 LOAD ""CODE
35 POKE 64531,214
40 RANDOMIZE USR 64512
45 POKE 65115,15
50 FOR f=23311 TO 23323
55 READ a: POKE f,a: NEXT f
60 DATA 62,126,50,106,177
70 DATA 62,201,50,80,155
80 DATA 195,0,128
90 RANDOMIZE USR 65082
```

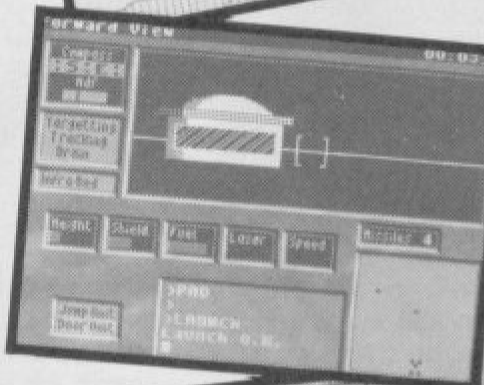


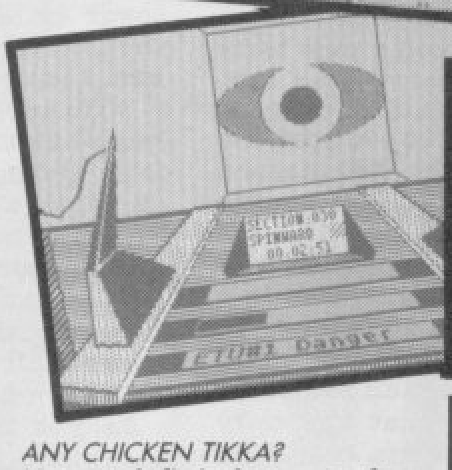


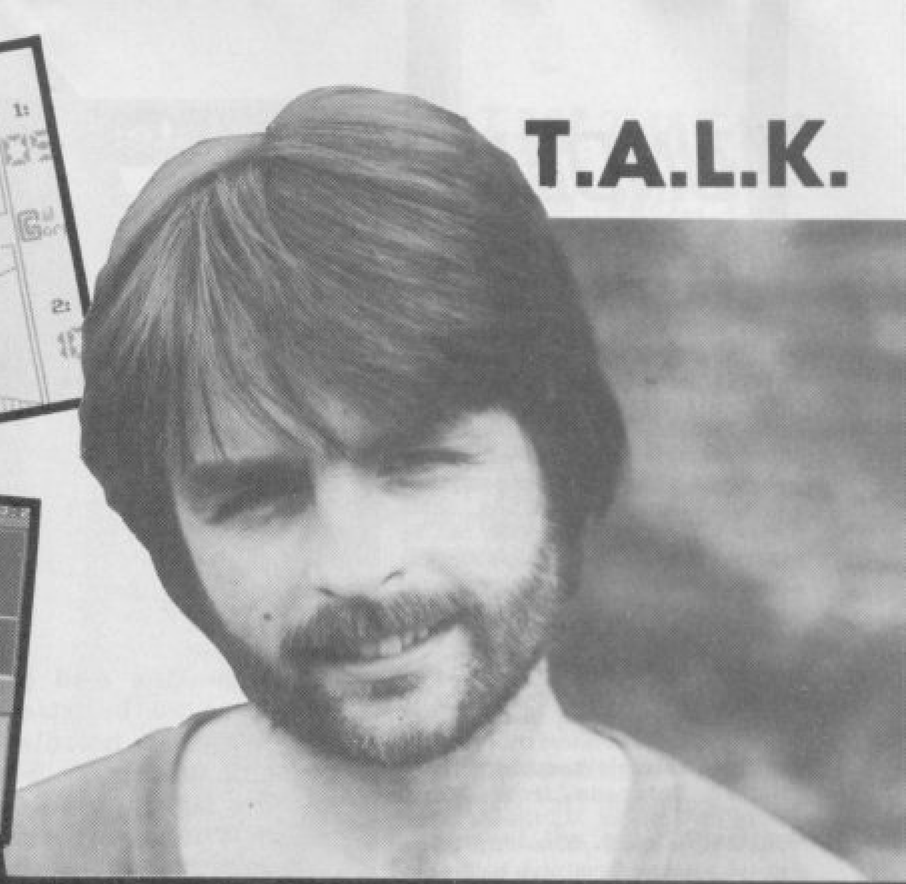
ALL POKES BY ADRIAN SINGH

C.O.D.E. T.A.L.K.









PETE COOKE

Pete Cooke gained instant credibility with Tau Ceti and Academy and reached megastardom with Micronaut 1. We asked him to explain his existence

SOFTOGRAPHY: Invisible Island (*Richard Sheperd,* 1983), Urban Upstart (*Richard Sheperd,* 1983), Inferno (*Richard Sheperd,* 1983), Upper Gumtree (*Richard Sheperd,* 1984), Ski Star 2000 (*Richard Sheperd,* 1984), Juggernaut (*CRL,* 1985), Tau Ceti (*CRL,* 1985), Room 10 (*CRL,* 1986), Academy (*CRL,* 1986), Academy (*CRL,* 1986), Micronaut 1 (*Nexus,* 1987).

HELLO, HELLO, HELLO
It was my first program on the ZX81 and I made it say "Hello" over and over again on the screen. It was a big step.
I SUPPOSE SO. THINGS GOT BETTER?
Urban Upstart is one I'm still quite proud of. The programming wasn't that great but there were some good ideas in that game.
WHAT ABOUT YOUR PROGRAMMING HEROES?
Geoff Crammond: he did Revs/Aviator and Sentinel all brilliant games. Bruce Artwick: creator of Flight II an absolutely brilliant flight simulation.
ANY OF THEIR STUFF – OR ANYONE ELSE'S – YOU STILL PLAY?
Revs: It's been out for ages and I'm still finding out things and getting better at it. Impossible Mission: just tremendous. Flight II: because it's such a vast and detailed American C64 disc game.
GREAT PROGRAMS ON THE SPECTRUM
Um, how about Lords of Midnight – a brilliant innovation (Thanks Pete).
IS THAT IT? STREUTH. SUPPOSE YOU HAD TO PLAY AN ARCADE GAME AND YOUR LIFE WAS AT STAKE
Oh dear. I had better be a racing game like Pole Position. I don't play a lot of arcade stuff.
HOW COME YOU DON'T PLAY A LOT OF ARCADE GAMES, PETE?
Because I can't afford to play arcades *and* buy micros
EAT SOMETHING
It'd be Indian: a Tandoori Chicken with a Biriani and a Mushroom Bajhee. It might be Chinese of course. Or even a kebab . . .
ANY CHICKEN TIKKA?
No, definitely prefer straight Tandoori.
WHAT ABOUT SOMETHING EXOTIC TO DRINK?
I'd drink Pils.
IF I COULD HAVE WRITTEN ANY GAME WHICH I DIDN'T WRITE BUT SOMEBODY ELSE DID
It could be a sophisticated game like Revs or something really serious like the Spectrum operating system.
IF I COULD WRITE SOMETHING AND NOT CARE ABOUT AVAILABLE TECHNOLOGY OR MONEY OR ANYTHING AT ALL
It would be a gigantic space game like 3D Elite with solid graphics and lots of sub-adventures where you go down to the planet surface and play a sort of game within a game.
ON THE BOX
Very little. Well the odd film or *World at War* maybe. Also *Monty Python* reruns.
THAT WAS A BIT OF A CUL-DE-SAC. WHAT ABOUT FILMS THEN?
Koyanisquatsi – a film with no dialogue but a brilliant soundtrack by Phillip Glass (sounds smashing – Ed).
MINIMALIST MUSIC – WHO?
I love it. Phillip Glass – Steve Reich is my favourite. Music for 18 musicians is great – those off-beat pulses at the beginning . . . cue SU staffer and Pete Cooke going on about three hours about the wonders of music that goes Da, De, Da, De, Da Da, De De for even more hours – for your reading pleasure this reply has been edited for length – Ed).
JAZZ ROCK (ISN'T DEAD, IT JUST SMELLS FUNNY)
Not very popular, that was the problem. I taught myself to play the piano and gigged around playing original stuff but record companies weren't very interested.
THE NAME OF THE GROUP?
Um, Speedy Bears.
I BEGIN TO SEE THE PROBLEM. OH . . . WHAT ABOUT MUSIC ON COMPUTER GAMES?
All awful. Even when it's not awful it soon becomes awful when it goes round and round again. Very boring – it's one of the reasons I've never done soundtracks on my games.
WHAT IF YOU HAD TO READ SOMETHING TO SAVE YOUR LIFE?
Science Fiction people like Asimov and Larry Niven. Sometimes technical things.
NOT PROGRAMMING . . .
I play around with my Yamaha DX7 and Fender Rhodes keyboards.
HUMILIATING FAILURE AT SCHOOL
I was very bad indeed at languages.
FIVE MORE YEARS
Don't blame me. I voted Labour. I can't understand how anybody can vote for Margaret Thatcher.
BUDGET SOFTWARE
It's good if you haven't got much cash but I hope there will always be room for more complex stuff.
WHAT NOW
I might go out for a little while.

MY FIVE RECORDS TO TAKE TO AN UNINHABITED MOON IN A DISTANT STAR SYSTEM

1) Koyanisquatsi – Philip Glass
2) Music for 18 Musicians – Steve Reich
3) Shaker Loops – John Adams
4) Any solo piano music by Keith Jarrett
5) Stuff by Pat McPhoenix – a guitarist

UNDER RAPS!

In-House programmers at Konami are considering the possibility of **Nemesis II.** Work is already going on in Japan on the coin-op follow-up to **Nemesis** and the prototype will be reaching our shores in a lead lined box sometime around September. While some work on the micro version can be carried out in parallel with the coin-op development programming can't begin in earnest until the coin-op is complete

Matthew Smith is having to rethink his latest title **Attack of the Mutant Zombie Flesh-Eating Chickens from Mars**. Software Projects, Matthew's label, has decided not to release the game in its present form and he's been instructed to take the game to bits again and reconstruct it somewhat

Andromeda – the giant Hungarian programming outfit is coding **Judge Death** for Piranha. **Judge Death** is – no surprises – yet another *2000AD* magazine character to be turned into a game



In-house programmers at Microprose are converting Sid Meier's new US game, **Pirates**, across to the Spectrum. Microprose is hoping to 'ship' **Pirates** (That's funny? – Ed) by the end of July

Fiveways Software, once known for producing educational programs and a conver sion of the *Fighting Fantasy* books to the computer, is writing **Gunboat**, an arcade/simulation of submarine warfare for Piranha. Should be out by October

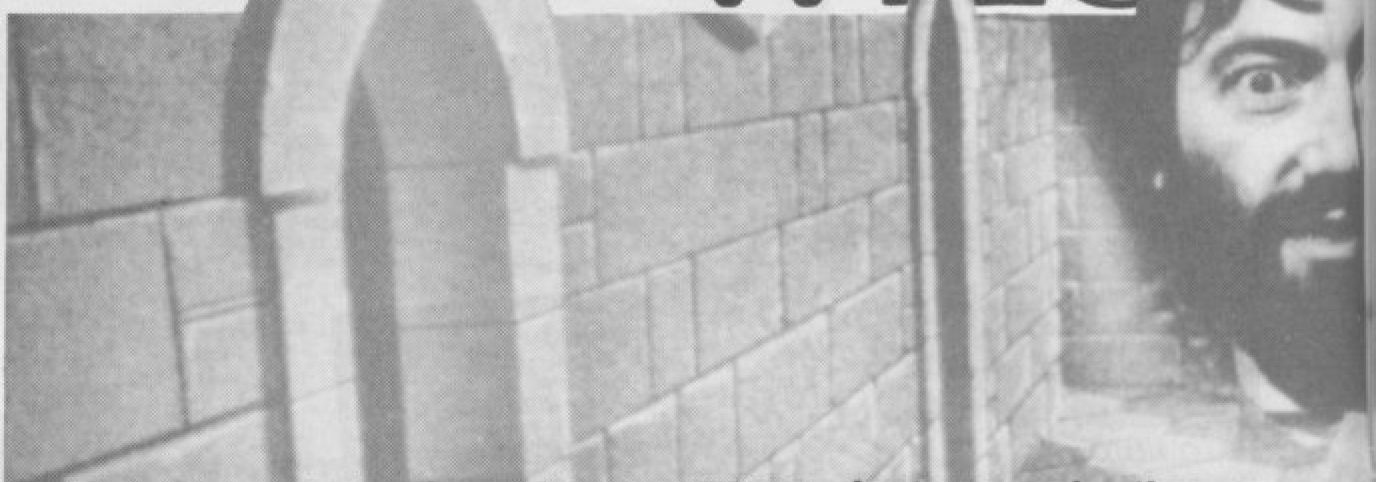
£2.00 OFF

SU SMASH OFFER

THE LIVING DAYLIGHTS

Send the coupon to: The Living Daylights Smash Offer, Domark Limited, 22 Hartsfield Road, London SW19 3TA, along with a cheque/Postal Order for £7.95, made payable to Domark Limited

Newsdate: Who



Ghoulies and ghosties and long legged beasties are one thing. We can handle those, so long as we look under the bed before we turn out the light. But adventuring on the telly? Whatever next?

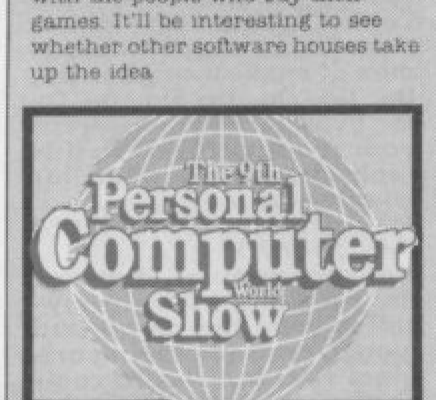
Anglia TV has announced a new telly series based on adventuring (see Outlands, this SU). And Activision, having sussed out that what appeals to the public on television might also make a best selling computer game, have bought the licence.

The series, to be screened in the autumn, is called *Nightmare*, and is a *Dungeons and Dragons*-esque sort of affair, involving four people. In it one player wears a helmet which restricts his view to the extent that the only thing that he can see is his feet, and three other players guide him around caverns, dungeons and other unsavoury landscapes giving helpful advice. The players will be screened over drawn backgrounds, which are being painted by the well known games cover artist David Rowe, who painted the Off the Hook **and** Spin Dizzy **covers to name but two.**

Nightmare – The Game **is still a very hush-hush business, and Activision isn't giving much away. At present it looks likely the game will be a 3D** Knight Lore **effort and Mev Dinc, who was responsible for Electric Dream's** Prodigy **has been chosen to program it. The graphics are being produced by Nick Cook who worked on** Aliens, Big Trouble in Little China **and** Enduro Racer.

As yet there's no release date for Nightmare, **but it's likely it'll be out in time for Christmas**■

Konami has set up a software Club for games players. The Club provides special discounts on Konami merchandise, competitions, monthly newsletters, hints and tips and all the little details that are so important. The club also provides a personal answering service, so you can call about any problems you're having and you can be sure of a sensible answer. This seems a good way for software houses to get in contact with the people who buy their games. It'll be interesting to see whether other software houses take up the idea

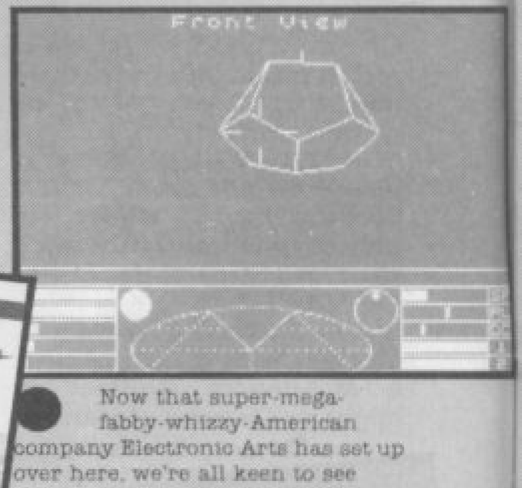


September. Horrible to think that far ahead isn't it? When autumn is on its way. Summer is fading out. The new school year is approaching. Even the leaves are dropping off. But never fear! the PCW Show is here! From Wednesday 25 to Sunday 27 September Olympia in London will be full of people just dying to play with 'puters. Among those signed up for the show are Activision, Ocean, Mastertronic Microproc and Mirrorsoft. Tickets are available from Keith Prowse (01-741 9999), or at the door, price £3.00

Those of you with half a brain might well have noticed that Ariolasoft seems to have brought out several million new labels recently. The Starlight Level, The 39 Steps Label, the Reactor Label and now, the new Viz Design Label. Confused? Well, it's all to do with Ariolasoft becoming bigger, better and benevolent. First out on the Viz Design Label is **Werewolves of London**. And very strange it sounds too. **Werewolves of London** is being programmed by a team being supervised by Paul Smith who wrote **Bride of Frankentstein** – reviewed this SU. Ariola is also to release a new mid-price range of games – each at £4.99. The first three – on the Reactor label – are **Dead Ringer**, **Mountie Mick's Death Ride** and **Killer Ring**



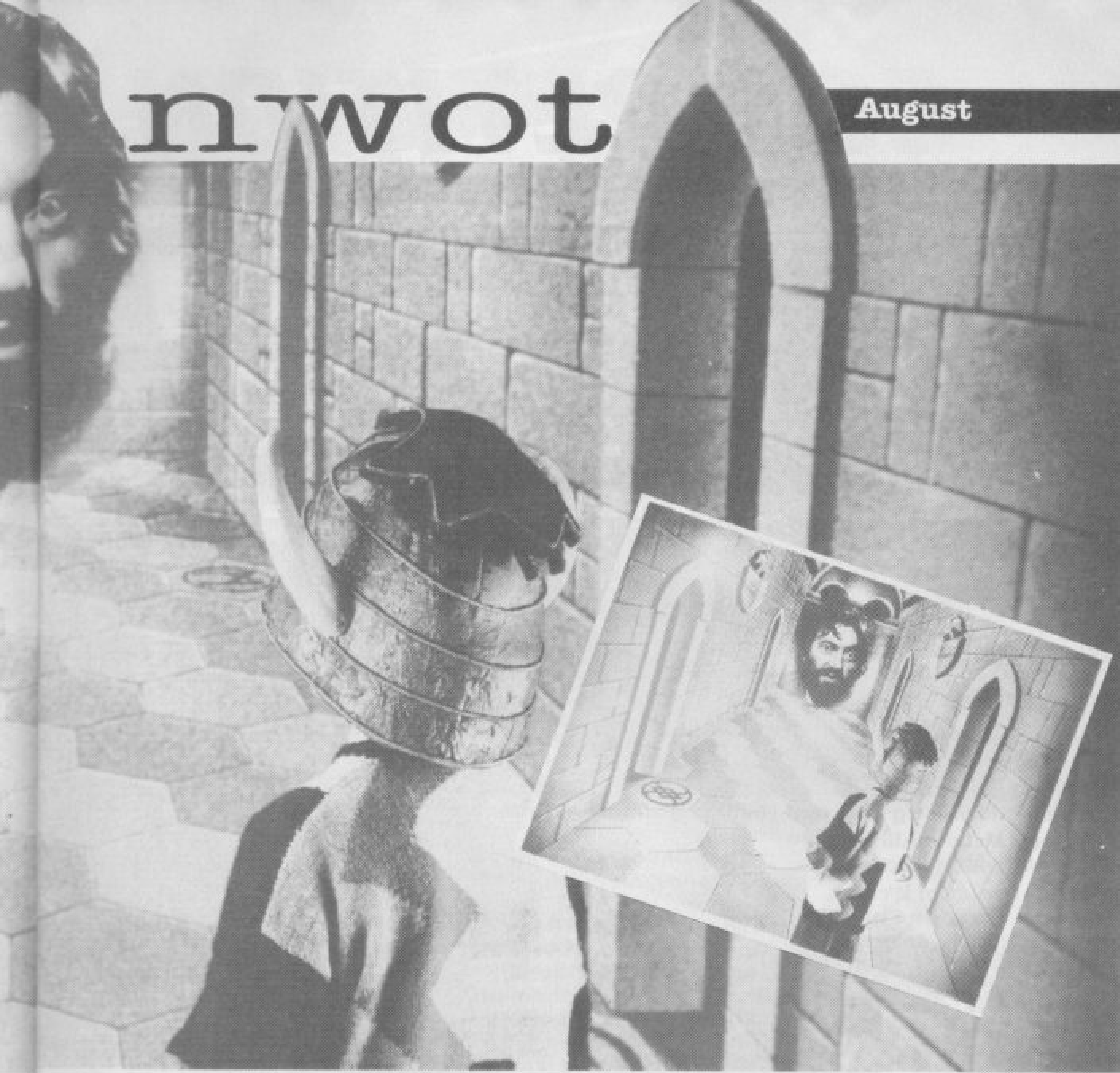
Elite was what is known in the trade as a Big Hit. It's been around for three years now, and is so hugely mega popular that they're even running world wide Elite Championships now. Whatever will they think of next? The world championship play off bout took place last month, with contestants from Ireland and America. The whole thing took an incredible seven hours to complete, and the eventual winner was Colin McClinton from Belfast. Fascinating innit?



Now that super-mega-fabby-whizzy-American company Electronic Arts has set up over here, we're all keen to see whether or not they're going to produce stuff to blow Specrum owners' minds. Well, they're being very cagey about things. But what we did find out was that there is a big launch due fairly soon. (But they can't possibly say what it's going to be). And they are thinking that they could convert stuff to the 128K+3, but they can't say for certain until they've got one. (But they're thinking about it). Oh yes. And, they're thinking about it

nwot

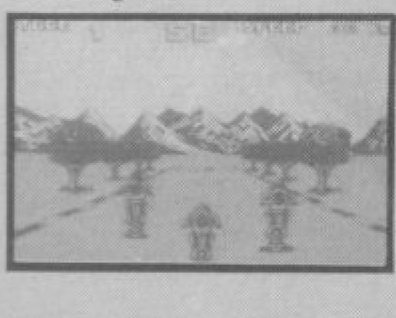
August



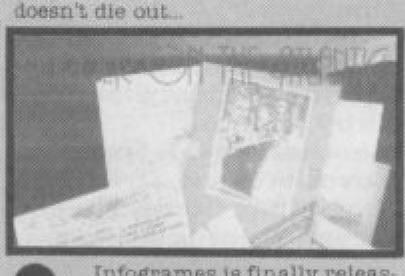


We here in Britain will shortly go to war with America. Now, there is no cause for alarm. This is not a real war. But Mastertronic is hosting the first USA versus UK arcade championships. Heats will take place soon to find the four team members who will play the American team at the PCW Show in September.

And this is where you come in. SU would like to enter five candidates for the heats! Yes, you could represent the greatest Spectrum magazine of all time and go on to represent your country! All you hav to do is write to us and give us details of your top scores at these games: **Zynapse** and **Enduro Racer**. Send your top scores in to: Mastertronic Championship, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, before August 1

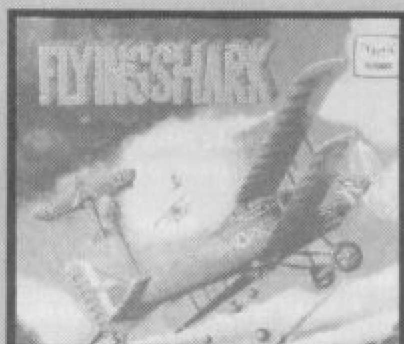


With games like **Dracula** and **Frankenstein** being awarded 15 certificates (albeit undeserved ones) we're all waiting to see what the latest development in the software censorship battle is going to be. A game with an 18 rating? A game that's completely banned because it's so completely horrible? Conversions of **Driller Killer** and **The Living Dead**? Maybe not. After the General Election things might have cooled off a bit. Peter Bruinvels, former MP for Leicesterhsire East, was the person mainly responsible for the furore over software nasties and since he lost his seat, it's generally thought that things will become a bit quiet on the certificated game front. Mind you, there are probably more than enough people in Parliament like Bruinvels to ensure that the campaign against obscene games doesn't die out...



Infogrames is finally releasing **Murder on the Atlantic**. It apologises profusely for any delay, but what else can you do when you're working on a mega game, the like of which has never been seen? (Well that's Infogrames' excuse anyway). **Murder on the Atlantic** should be available from mid-July and will cost £12.95. Well what else can you charge when you're (etc, etc, ad infinitum)

Flying Sharks. Nasty thought, huh? Leaping out of the water and grabbing your vulnerable bits, just as you aren't looking. But Firebird's **Flying Shark** is a little bit different. It's the conversion from the hugely successful Taito coin-op, and it's a rip-roaring shoot 'em up. The **Flying Shark** is in fact an aircraft, and the name of the game is all about shooting waves of enemy aircraft. Firebird is looking to release **Flying Shark** around Christmas, but says a firm launch date will be revealed at the *PCW* show in September



Konami is busy working on a conversion of its top ten coin-op **Salamandar**, it'll be the follow-up to **Nemesis** (sort of). No release date has yet been announced, but Konami hopes to have **Salamandar** out for Christmas

US Gold has extended its licensing deal with Epyx which means the US firm's latest game (the follow up to **Summer** and **Winter Games**) will be released over here, probably towards the end of this year

TWTMTW
THAT WAS THE MONTH THAT WAS

At the risk of keeping banging on at the same old subject, the Spectrum disc problem is something Amstrad must recognise.

The plain fact is that it's more important for Amstrad to produce a disc drive for the 128K and 128K+2 machines than it is to push the Plus 3.

And in choosing not to manufacture a disc unit for the earlier Spectrum models Amstrad is serving its own best interests at the expense of those of the wider Spectrum-owning public.

It would rather sell a whole new machine at £249 than a stand-alone disc unit at £150.

Amstrad is usually a pretty well-targetted profit-seeking missile but in this instance it is making a mistake. There are hundreds of thousands of 128K owners who would be very keen to add a disc drive to their system. And these people may not want to consign their new 128K+2 machines to the dumper just yet.

And don't tell us that design restrictions mean an Amstrad Plus 3 disc can't be made to work on the Plus 2 and 128K. More than 48K used to be impossible. So did decent sound.

The saddest part of Amstrad's decision to deny 128K+2 owners of access to a disc drive is that terrific games which could be developed under the disc system won't happen unless it's worthwhile for software houses to develop them. Which means more than 100,000 disc units sold. It's only now programmers are beginning to swing wholeheartedly behind the 128K format – just take a look at Tibet, previewed in this issue.

What can be done to change Amstrad's mind? Alan Sugar is swayed by one thing, and one thing only – in his own words he wants you money. So let's tell him we want a disc drive.

Write to Amstrad and show you care. Write on a post card "I want a stand-alone disc drive for my Spectrum" and send it to Malcolm Miller, Marketing Manager, Amstrad plc, 169 Kings Road, Brentford, Essex CM14 4EF■

SINCLAIR user

COMPETITION WINNERS

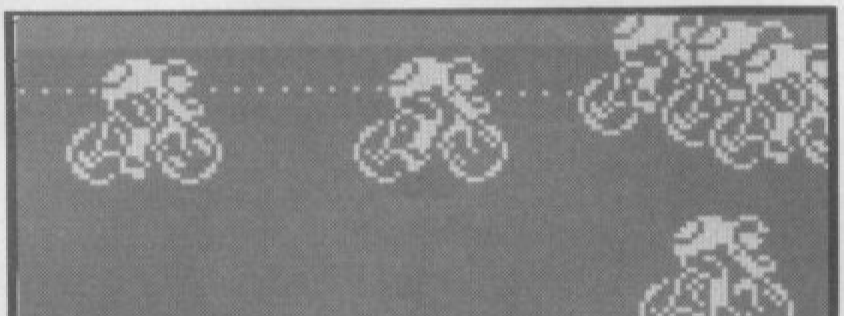
On yer bike! We said. And just to make sure that you did as you were told, we ran a competiton-ette and gave one away.

The Competition was something to do with Mastertronic's Milk Race game, and the questions were a bit on the shakey side we have to admit. The answers were as follows:

a) A bicycle has two wheels (whoever thought it had twelve is completely mad).

b) It's called the Milk Race because it's sponsored by the Milk Marketing Board.

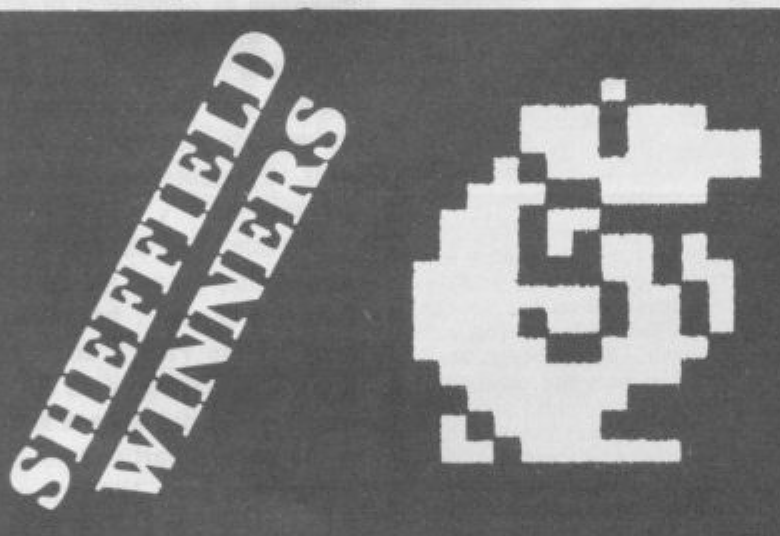
c) Joey McLoughlin won last year's Milk Race.



Lots of you got it right, but only thirty one of you get the goods. And they are:

The winner of the bike – Tim Jones, Norwich, Norfolk.

The runners up: Peter J W Garner, London, EC1; Peter Jack, Falkirk, Scotland; Simon Wiles, Burnham on Sea, Somerset; Stuart Gibson, Barham, Canterbury, Kent; George Thompson, Gargrave, Nr. Skipton, N. Yorks; Kevin Cleghorn, Morpeth, Northumberland; Calum Craig, Stirling, Scotland; Christopher Bowen, Cullompton, Devon; David Bennett, Camberley, Surrey; Christopher Pearson, Winterbourne Down, Bristol; Andrew Turley, West Bromwich, West Midlands; Paul Gerrard, Sale, Cheshire; Michael Cobden, Pinner, Middlesex; Mark Goodlad, Newark, Nottinghamshire; Alan Schofield, Wombwell, Nr. Barnsley, S. Yorks; Stephen Marsham, Lickley, Rednal; Alan Bunker, Worsley, Greater Manchester; Alan Douglas, Troon, Ayreshire, Scotland; Neil Simister, Egerton, Bolton; Steve Kirby, Prestwich, Manchester; K P Smith, Haverfordwest, Dyffed; Nigel King, Bures, Suffolk; Steven Brearly, Ashton Under Lyme, Lancashire; Mark Shiers, Mossley Hill, Liverpool; Martin O'Connor, Chesterfield, Derbyshire; Colin Bayes, Evesham, Worcestershire; Robin Briggs, Newport, Shropshire; Stevan Dick, Western Park, Leicester; Russell Chambers, Brinsworth, Rotherham.



The Win a Trip to Sheffield Competition featuring Monty Mole and a cast of half a dozen was incredible – the entries just flooded in. Special mention to the following people. Firstly, the guy who thought that moles have five legs, secondly the person who correctly spotted that question number two was competeley nonsensical, and thirdly, the gentleman who added, f) crap, to the list of possible answers on question number four. Nice try, but none of you won.

In complete contrast to these people, who did?

Overall prize winner and the man who's going to Sheffield: Alastair Salmon, Wormley, Surrey.

And the twenty runners up: Paul Caugill, Croydon, Surrey; Marc Whittington, Poole, Dorset; Colin Coates, Belfast, Northern Ireland; Andrew Mills, Folkestone, Kent; Mark Harris, Bideford, North Devon; Mrs D Slater, Colne, Lancs; Stephen Borrick, Northallerton, N. Yorks; C McGowen, Hull, Nr Humberside; James Chapman, Swansea, W Glamorgan; Warren Stevens, Mitcham, Surrey; Stuar Gregory, Bingley, West Yorks; Simon Janes, Barton Hill, Bristol; Miguel Carneiro M Sousa Rosa, Oeiras, Portugal; Jonathan Martin, Chigwell, Essex; W Bealby, Worksop, Notts; Jonathan Phillips, Rowlands Gill, Tyne & Wear; A T Green, Glenrothes, Fife; Graeme Cole, Norwich, Norfolk; Bill Wrighting, Winchester, Hants; Ben Richards, Threshfield, near Skipton, North Yorks.

5 Birthday Compo

Some time ago SU celebrated its fifth birthday, amid great joy, with a pint and a pastie down the pub. Not for us the lavish celebrations you would expect to find in lesser magazines. Instead of collecting goodies for ourselves, we decided to give some away! And so, the SU is Five compo has been judged. The correct order for events being: Spectrum launched (A), The Hobbit released (E), Oric launched (D), Release of Knight Lore (C), Sinclair sells out to Amstrad (B) and SU November 86 edition (F). The twenty lucky readers who will walk away with the Ocean Mega-packs, are as follows: Steven Swann, Newtownabbey, Northern Ireland; Peter Hassenkam, Niva, Denmark; Kevin Lloyd, Caernarfon, Gwyned; L Brady, Failsworth, Manchester; Gavin Auld, London, SW1; David Metcalfe, Wendoupp, Bucks; Sean Farrell, Blackrock, Co., Dublin; A Gash, Maryport, Cumbria; D Harrison, Hatfield, Nr Bishop's Stortford; Richard Ackerley, Saltburn by Sea, Cleveland; James Kelleher, Dublin 6, Ireland; William Chong, London, N7; David Leach, Lemoyne, PA 17043, USA; Paul Drage, Forest Gate, London, E7; Nicholas Herbert, Carnoostie, Angus, Scotland; Martin Browell, Craster, Alnwick, Northumberland; J K Marston, Wimbourne, Dorset; Lloyd Wood, Peterborough, Cambridgeshire; A Faulkner, Braintree, Essex; Graham Bagley, Gornal Wood, Dudley, West Midlands.

All together now: Happy Birthday to US, Happy Birthday to US.....



NINJA HAMSTER

'Fraid so. CRL's latest is no ordinary martial arts thrash. **Ninja Hamster** has something that no other combat game has ever had. This special ingredient? The Hamster himself.

For a start he's cute. He comes complete with a nifty Ninja eye mask to disguise him, and a lot of very serious-looking, if rather manky fur.

In play, yes it's true, the game suffers from some rather obvious attribute problems, characters merging into one another and generally making a technicolour mess all over the telly screen.

Who cares? This game is terrific. The opponents are all wonderful – all the way from Sinister Rat (who *does* look like a monkey in boxing gloves, there's no denying that) to the Loony Lobster who, owing to the fact that he's got more arms than the hamster, is pretty difficult to defeat. Barmy Bee even has a real sting in his tail.

Gameplay is much as you would expect to find it – better than I expected actually. By waggling the joystick around and pressing the *Fire* button from time to time, the usual series of movements can be achieved, such as high kick, low kick, punch and run away.

Each character has his own personality, but if the truth be told, they're all pretty nasty. Mad Dog is kitted out as an American football player (I thought this was Japan!!!) and has the truly unpleasant habit of headbutting the poor hamster. Crazy Cat (that's quite enough alliteration for one game) has a set of lethal looking claws, and Perilous Parrot (no comment) has one sharp looking beak which he's not shy about using.

All these are portrayed larger than life, well, larger than your average Spectrum screen character, upon a background of charming Japanese lettering. If it weren't for the colour mixing and merging, this would be a hugely impressive visual game.

There are a grand total of eight characters to defeat to save the village. A tall order. And quite a lot of work.

Both characters have an energy allowance level at the side of the screen. The level is depleted each time you take a blow, and can be increased by running away and having a bit of a breather. Once the energy runs out, the character will lose consciousness and his opponent will get to take a bite out of his apple.

No, I've not gone stark staring mad. Each player has an apple. Once his opponent has taken eight bites out of it, and reduced it to little more than a core, Ninja Hamster will die. Uttering a very unhappy sampled squeal.

Bored with martial arts games? Don't be. Perhaps you're finding it difficult to see just how exciting **Ninja Hamster** is. Well, believe me, it's not the dross that you probably expected when you read the title.

Never fear! Somehow **Ninja Hamster** manages to keep alive the excitement of Martial Arts games. Probably because it's the most bizarre twist that we've seen on that particular theme. Or any other, come to that. Those guys ar CRL need their heads testing■

ARCADE REVIEW

FACTS BOX

A truly bizarre game concept to revitalise the Martial Arts style games. Tremendous fun watching hamster croak

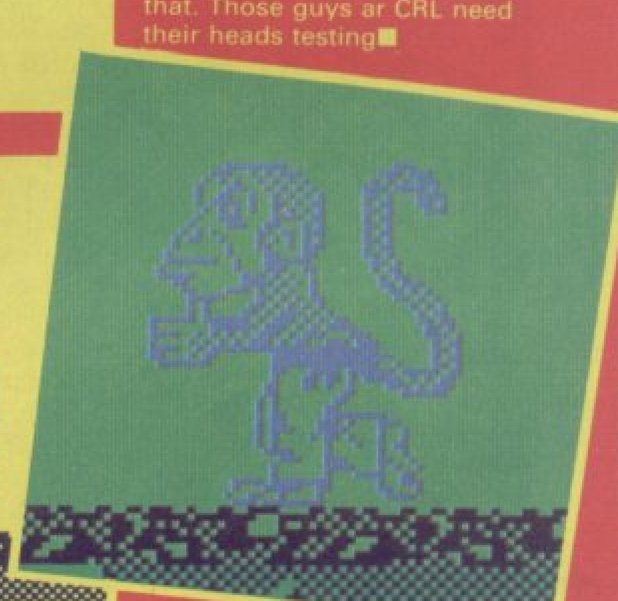
NINJA HAMSTER
Label: CRL
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★☆
★★★★☆ **8**







SU has always rated software out of five. Five was great and One was awful. It served us well enough but just recently we've been getting games that fall between the cracks in our star rating. We figured there ought to be a bit more flexibility so guess what?

From now on our star ratings will be out of ten. This means that a classic now automatically gets ten stars and one star is just as much of a dodo as before if not more so.

SOFTWARE STAR RATINGS

ARCADE REVIEW · TOOL-KIT REVIEW · WORK-OUT REVIEW · STRATEGY SIMULATION REVIEW · ADVENTURE REVIEW

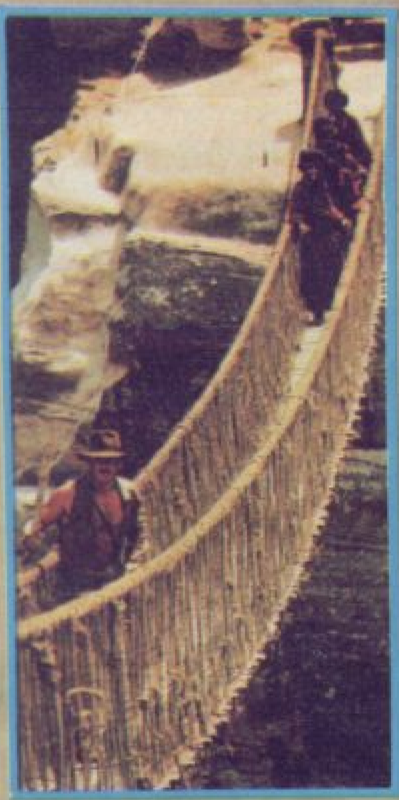
★	Avoid this game under all circumstances
★★	Poor and/or massively overpriced
★★★	Dull and uninteresting, if not actually awful
★★★★	Fairly average. Nothing to get excited about
★★★★★	OK but nothing special
★★★★★★	Not bad, some good points. See before you buy
★★★★★★★	Pretty good. We were quite impressed. Worth a look
★★★★★★★★	Good stuff. Well worth the money
★★★★★★★★★	Very good indeed. A must buy
★★★★★★★★★★	Brilliant. Must buy at all costs
Classic	The best program of its type we've seen to date

MEGA

We've had killey-killey games. We've had kickey-kickey games. Now we have a whippey-whippey game.

Yoh. Indiana Jones has been converted to the Spectrum from the Atari coin-op, and baggy trousers and hats are back in fashion and de rigeur for this summer.

You've read the book, you've seen the film (both of 'em) and now Indie's in your own home. US Gold have decided that we all need a little bit of good ol' fashioned heroics to brighten up the dull and dreary summer.



We decided that the world, and Spectrum users in particular, needed to know all the twiddly bits about **Indiana Jones,** so we moseyed on down to the programmers, Paragon Programming,

The conversion is pretty faithful to the coin-op, which bears a good resemblance to the film. You, as whip-cracking, thirst-quenching, gun-toting, good-looking cool dude Indie, have to free the various children imprisoned by the evil wizard (he who rips out hearts like it was going out of fashion). On the way there are feats of daring to perform and a lot of buckling to swash. There are Thugee Guards (who wear turbans and are pretty mean) and other goodies to whip. The coin-op version featured cobras and skulls and skellingtons, all of which it would be nice to see on the final Spectrum game. The more you whip, the more points you score. So get that whip swishing. Three times round the circuit of the cave, round and around in the mine cart and nicking the precious Sankara gem stone, and you're on to the final bonus screen. (Remember the incredible falling rope bridge, and killing the wizard? Well, that's the bonus round). After that, it's fame, glory, and home for a cup of tea and a sticky bun.







INDIANA
& THE T
OF D







PREVIEW

HINTS AND TIPS

1 Use that whip! Whip everything in sight in fact. You'll get points for smashing snakes, oil drums and people. Oil drums are particularly useful, since they explode and block the enemy's path. Oh, and don't forget the skulls.

2 Use the posts sticking out of the walls to swing across ravines and rivers of fire and anything that looks a trifle impassable. Your whip comes in handy here.

3 The Thugee Guards take a bit of killing. You can whip them once, and they'll fall over and rub their heads. But if you keep on whipping them, they'll move down the screen and eventually drop off the edge of a cliff, which means they can't chase you any more.

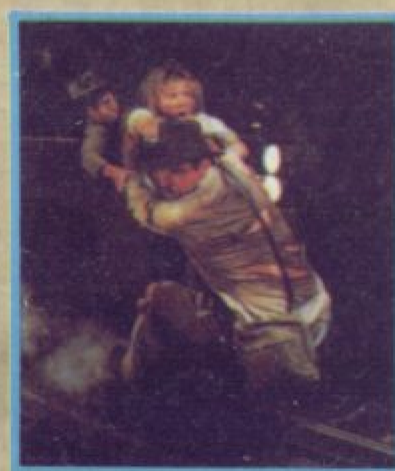
4 Block the thunderbolts by whipping them, or it's chop suey time for you.

But don't take the sticky bun for granted. Things move fast and furious in **The Temple of Doom.** Horizontal scrolling, and a rather small screen means that you don't always see the other guy coming. But the graphics themselves are smart. Indie looks cool, moves convincingly, up and down ladders, falling off mountains and so on. Following a fall, or a quick whipping, each character sits down and rubs his head, while stars whizz round in front of his eyes. All right, it sounds corny, but the effect is clever and quite humourous.

All the familiar backdrops are there. The opening scene takes place underground, with a chase up and down flimsy looking ladders set in steep rocky cliffs. You can chase round and round in circles looking for a way out, but the only way to do it is to find that minecart.

All in all, **Indiana Jones and Temple of Doom** looks a great package. It's going to be a multi-load affair, so there's a lot in it. We're predicting it'll be a winner.

Expect a release shortly, and a review next issue.



A JONES
TEMPLE
OOM





MICROSAT COMMUNICATIONS (0228) 24579

UNIT 7, SOUTH JOHN ST
CARLISLE, CUMBRIA CA2 5AJ

SINCLAIR PRODUCTS

SINCLAIR EXPANSION PACK (includes Interface 1, Microdrive, conn lead and instruction manual)	£54.00
SINCLAIR MICRODRIVE	£21.95
SINCLAIR INTERFACE 1	£29.95
SINCLAIR INTERFACE 2	£9.95
SPECTRUM + UPGRADE KITS (Complete with comprehensive instructions and manual)	£29.95
MICRODRIVE CARTRIDGES	£1.95

We also operate a repair service on all SINCLAIR computers and peripherals

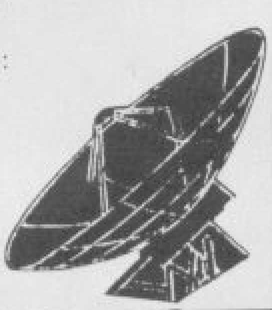
eg 16/48/Spectrum +	£19.95
Interface 1	£19.95
Microdrive	£17.95

REPAIRS BY RETURN

HOW TO ORDER

Please make cheques and POs payable to:

MICROSAT COMMUNICATIONS



Please add £1.25 P/P/order
Overseas orders add £4.50
Allow 7-10 days for delivery
ACCESS ORDERS WELCOME
COD Service

SALE

ORDER NOW!



THE SAGO LO-PROFILE PROFESSIONAL KEYBOARD RECOMMENDED RETAIL PRICE £39.95

SALE PRICE £28.50 + £1.50 p+p

(OVERSEAS ORDERS PLEASE ADD £8.50 to cover p+p + INSURANCE)

The Sago Lo-Profile Keyboard has 52 full travel keys, featuring a separate numeric keypad and printed keys. Your Spectrum fits securely inside the housing. Dimensions: 22×44×5cm. Suitable for Spectrum 16/48K and Spectrum Plus.

LIMITED OFFER!

☎ Order by ACCESS for immediate delivery from STOCK.

VideoVault LTD

140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: 04574-66555/67761 Head Office & access orders, queeries,
Manchester 061-236 0376 while you wait repair centre only.

© COPYRIGHT VIDEOVAULT LTD No. 786091 **FAX No. 04574 68946**

SHEKHANA COMPUTER SERVICES

ORDER BY CREDIT CARD HOTLINE 01-348 2907 (24 hrs)

*** SPECTRUM ***	OUR PRICE
Barbarian	6.99
Zynaps	5.50
Sky Runner	6.99
Super Soccer	5.50
Mutants	5.50
Martianoids	6.50
Theatre Europe	6.99
Gun Runner	5.50
Strike Force Cobra	6.99
Fairlight Legend	6.99
Sentinals	6.99
Conflicts 1	6.99
Gauntlet	6.50
Uridium	6.50
Konamis Golf	5.50
Guild of Thieves	12.95
Elite	10.95
Spitfire 40	6.99
Sabateur II	5.50
B.Cloughs Foo'ball	12.95
The Last Ninja	6.99
Tomahawk	6.99
World Games	6.50
Samurai Trilogy	5.50
Nemesis the Warlock	6.50
Indoor Sports	6.50
Scalextric	6.99
Pulsator	5.50
Fairlight II	6.99
TT Racer	6.99
Bounty Hunter	6.99
Battle of Britain	6.99
* Mercenary	7.50
President	6.99
Strike Force SAS	6.99
Tarzan	6.50
Animator 1	7.50
Dr. Livingstone	6.50
Road Runner	6.50
*** ACCESSORIES ***	
Professional Plus	18.00
Comp Pro Interface	9.95
Kempston Interface	7.95
Ram Turbo	12.95
Multiface 128	44.95
Cheetah Mach 1	13.95
Comp Pro 5000	13.95
Arcade Turbo	22.95
Quick Shot II Turbo	13.95
Quick Shot II	7.95
Quick Shot II Plus	12.95
Konix Speedking	11.99
[illegible]	7.95

*** SPECTRUM ***	OUR PRICE
Tank	5.50
Lightforce	5.50
Ninja Hamster	5.50
Napolean at War	6.99
Arenham	6.99
Gallipoli	6.99
Tai Pan	5.50
Star Games One	6.99
Nemises	5.50
Warlock	6.50
Into Eagles Nest	6.99
Dragons Lair II	6.99
Wiz	5.95
Mask	5.50
Marios Brothers	5.50
Durell Big 4	6.99
Army Moves	5.50
Annals of Rome	10.95
Metro-Cross	6.50
Desert Rats	6.99
Winter Games	5.50
Leader Board	6.99
World Leaderboard	6.50
Battlefield Germany	10.95
Cosmic Absorber	5.50
Monopoly	6.99
Silent Service	6.99
P.A.W.	19.95
Graphic Creator	19.95
Shockway Raider	5.50
Star Raider II	6.99
Auf Wiedersehen	5.50
Sold a Million 3	6.99
Thorn of Fire	6.50
PSI Chess	6.99
Fist II	6.99
Elite 6 Pack	6.99
Starglider	11.95
Head Over Heels	5.50
Trivial Pursuit	12.95
Gunship	6.99
T.P Question Pack	6.99
5 Star Hits	6.99
Pain of Adrian Mole	6.99
Arkanoid	5.50
Thing Bounces Back	5.50
Elite 6 Pack	6.99
Shadow Skimmer	5.50
Enduro Racer	6.99
Silicon Dream	12.95
Murder on Atlantic	12.95
Terror of the Deep	6.99
Sidney Affair	6.50

*** SPECTRUM ***	OUR PRICE
Wizball	5.50
Aliens	6.99
Mystery of the Nile	5.50
Cyruss II Chess	9.95
The Final Matrix	5.99
Bismark	6.99
Game Over	5.50
Killed Until Dead	6.99
Hydrofool	5.50
Konamis Coin Hits	6.99
Artist II	12.95
Elite Trio Pack	7.50
Survivor	6.95
Vulcan	6.99
Advance Art Studio	22.50
Tobruck	6.99
F-15 Strike Eagle	6.99
Yankee	6.99
Slap Fight	5.50
Zulu Wars	6.99
Spy v Spy III	6.50
Spy v Spy II	6.99
Nick Faldos Golf	2.99
Conflicts II	5.50
Dogfight 2187	6.99
PSI-5 Trading Comp	6.50
Falcon	6.99
Bomb Jack II	5.50
Ikari Warrior	5.50
Edge Classics	6.50
Football Manager	2.99
Top Gun	5.50
Inter Karate	2.99
Now Games 4	6.99
Jail Break	5.50
Renagade	5.50
Quartet	6.99
Wonder Boy	6.99
Paper Boy	5.50
Acrojet	6.99
Express Raider	6.50
Knight Orc	12.95
*** SPECTRUM 128K ***	
Koranis Rift	7.95
Little Comp People	7.95
Fairlight I or II	7.95
Plus II Lead	4.99
Artist II	14.95
Winter Games	7.95
The Pawn	12.95
Tau Ceti – 128K	7.95
Stars on 128K	7.95
Azimuth H. Alignment	7.50

P&P included in UK. Europe add £1 per tape. Elsewhere add £2 per tape.
Mail Order address:/callers
Cheque/PO payable to: S.C.S (SU), 655 Green Lanes, London N8 0QY.
If you would like to pick up your discount software from our shop, please produce your copy of this advert for above discounts. To SCS, 221 Tottenham Court Road, London W1R 9AF.
Near Goodge St Station – Open 6 days a week 10.00am to 18.00pm.
or 655 Green Lanes, London N8 0QY (Nr Turnpike Lane tube stn)
Barclaycard and Access hotline ring:
01-348 2907 / 340 8565 / 631 4627.
Creditcard orders despatched same day. Subject to availability.
* New Releases subject to availability from Software House. Please ring for availability.
Above discounts valid until 16/8/87 only

NOW TAKEN

DEPT SU 6
47 BRIDGE STREET
NEWCASTLE
STAFFS
ST5 2RY
Tel: 0782 619159

Castle Computers

SPECIAL OFFERS SPECTRUM

★★ OUR PRICE ★★

★GUN SHIP £6.95★

Must go while stocks last

JUST ARRIVED! DURELL GAMES

	RRP	OUR
Deep Strike	9.95	2.99
Sigma 7	7.95	2.99
Thanatos	9.95	2.99
Fat Worm Blows a Sparky	9.95	2.99

MUST GO HENCE SILLY PRICES!

	RRP	OUR
Slapfight	7.95	5.50
Last Ninja	8.95	6.50
World Class Leaderboard	8.95	6.50
Road Runner	8.95	6.50
Trio Hit Pack	9.95	6.95
Barbarian	9.95	6.95
Star Games 1	9.95	4.95
Mag Max	7.95	5.50
Barooka Bill	8.95	3.95
Trail Blazor	9.95	3.95
Future Knight	7.95	3.95
Hydrofool	7.95	5.50
Tai Pan	7.95	5.50
Road Runner	8.95	6.50
Quartet	9.95	6.95
F15 Strike Eagle	9.95	6.95
Leviathan	7.95	5.50
Starglider	14.95	10.50
Dan Dare	9.95	2.95
180 Darts	2.99	1.50
Dragons Lair	7.95	3.95
Elite	9.95	7.50
W.W.1	9.95	6.95
Bubbler	7.95	5.50
Roundheads	9.95	6.95
Livingstone	8.95	6.50

	RRP	OUR
Buck Rogers	7.95	2.99
Durell Big 4	9.95	6.95
Breakthru	8.95	3.95
Lightforce	7.95	4.95
Now Games 4	9.99	6.95
Hit Pack 2	9.95	6.95
Enduro Racer	9.99	6.95
Agent Orange	9.95	2.99
Avenger	9.95	4.95
Nemesis Final Challenge	7.95	5.50
Army Moves	7.95	5.50
Mega Hits (Ten games)	–	4.95
Into the Eagles Nest	8.95	6.50
Sentinel	9.95	6.95
Leaderboard	9.95	6.95
Arkanoid	7.95	5.50
Nemesis the Warlock	7.95	5.50
Cosmic Shock Absorber	7.95	5.50
Ace of Aces	8.95	6.50
They Sold a Million 3	9.95	4.95
Dandy	9.95	2.99
Mario Bros	7.95	5.50
Nomad	7.95	1.99
Now Games 3	9.95	3.95
Prodigy	9.95	2.99
Computer Hits 10 Volume 3	9.95	3.99
Gyroscope	7.95	1.99
Geoff Capes Strong Man	7.95	1.99
Robin of Sherlock	9.95	2.99
Hijack	9.95	2.99
Tai Pan	7.95	5.50
Night Shade	9.95	2.99
Alien 8	9.95	2.99
Express Raider	8.95	6.50
Infiltrator	9.95	3.95
The Young Ones	9.95	2.99
Falklands '82	7.95	2.99
Bismark	9.95	6.95
Silent Services	8.95	6.50
Valhalla	14.95	1.99
Masters of the Universe	8.95	3.95
Rebel Planet	7.95	2.99
Wham the Music Box	7.95	2.99
The Boggitt	7.95	2.99
Frost Byte	9.95	2.99
Xevious	8.95	3.95
Paperboy	7.95	5.50

	RRP	OUR
Terror Cresta	7.95	3.95
Vulcan	9.95	6.95
Legions of Death	9.95	6.95
Short Circuit	7.95	5.50
Fist 2	8.95	6.50
Footballer of the Year	7.95	5.50
Konami's Golf	7.95	5.50
Top Gun	7.95	4.95
Jail Break	7.95	5.50
Head Over Heels	7.95	5.50
Crash Smashes 2	9.95	3.95
Sky Runner	7.95	5.50
Rana Rama	7.95	5.50
Greyfell	9.95	6.95
Double Take	7.95	4.95
Five Star Games 2	9.95	6.95
Auf Wiedersehen Monty	7.95	5.50
Academy	8.95	6.50
Martianoids	8.95	6.50
Last Ninja	8.95	6.50
Saboteur 2	7.95	5.50
Quartet	9.99	6.95
Killed Until Dead	9.99	6.95
Metro Cross	8.99	6.50
Star Raiders 2	9.95	6.95
Trapdoor	7.95	4.95
Deeper Dungeons	4.99	3.99
Battlefield Germany	12.95	10.50
Ghost and Goblins	7.95	5.50
Kane	1.99	99p
Octigan Squad	1.99	99p
Project Future	8.95	2.99
Winter Sports	9.95	3.95
Spindizzy	9.95	2.99
Mantronix	7.95	1.99
Hive	9.95	6.95
Impossaball	8.95	6.50
Scalextric	9.95	6.95
Never Earth	8.95	6.50

128 GAMES

	RRP	OUR
Kingdom of Krell	9.95	6.95
Icom Graphics	12.95	9.95
Little Computer People	9.95	6.95
Star Glider	14.95	10.50
Stars on 128	9.95	6.95

P&P Free on all orders over £5.00, under £5.00 please add 50p. Overseas please add £1.00 per game. Some offers are only while stocks last. At these prices try us, we offer a fast reliable service with well packaged goods. Phone our hotline for any games not listed.
ANY GAMES NOT RELEASED WILL BE SENT ON DAY OF RELEASE

TAI PAN



Esteemed Samurai leaders have been sorely troubled by rumours of a saving. Honourable SU readers are apparently receiving money off many things, and are happy about it.

But esteemed leaders are not happy. They don't like other people enjoying themselves. So they will not be very pleased when they see what SU have done this month. So, listen carefully.

Esteemed Software House, Ocean, are giving £1.50 off venerable game, **Tai Pan**. Only to readers of this magazine. So those esteemed leaders must not hear of that saving. So cut out the coupon and send it off with a cheq-uette or Postal Order to Ocean, and when venerable leaders approach and scour your copy of SU, they will see only a hole.

And when they see only a hole, they will think that SU is teaching a new form of Origami, and they will be happy.



So make that hole. In the interests of world peace, make an Origami hole in your magazine with a sharp sword, and do yourself, and the rest of the world a favour.

SU aren't doing this for fun you know, this is serious business. Aah so!

£1-50 OFF SU SMASH OFFER

TAI PAN

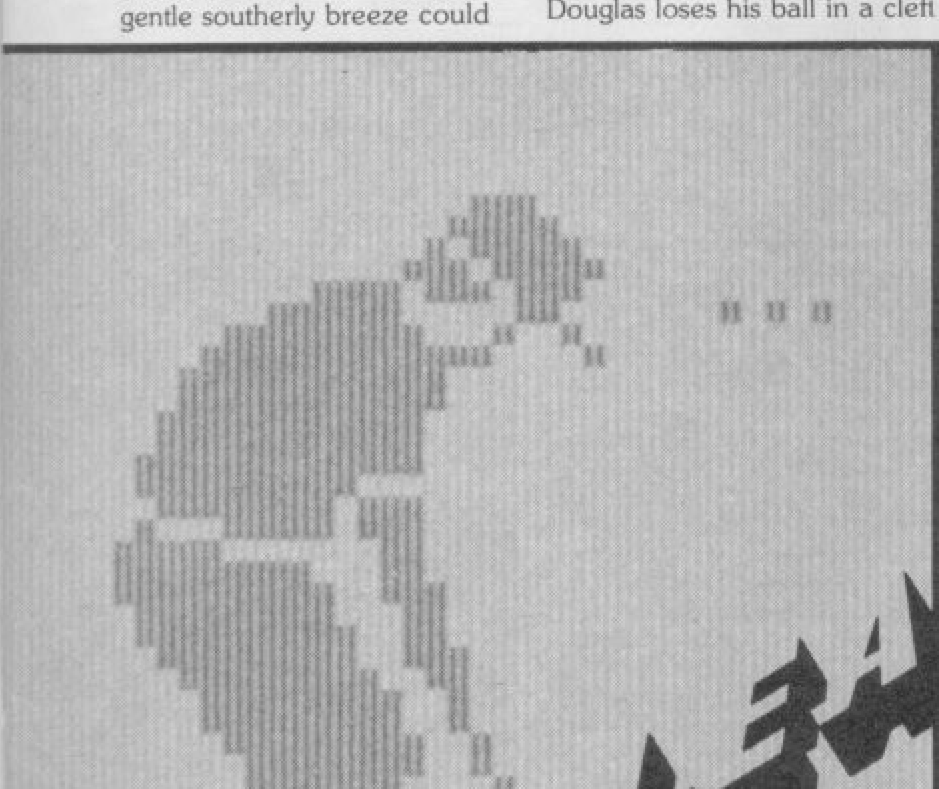
Send the coupon to: Tai Pan Smash Offer, Ocean Mail Order, 6 Central Street, Manchester M2 5NS, together with a cheque/PO for £6.45, made payable to Ocean Software

LEADERBOARD

Chu-thwack!! There's nothing quite as enjoyable as a warm summer's afternoon than a round of golf with your chums from the office. Maybe a gentle southerly breeze could ease the heat of the setting sun, rustling the rich green mass of leaves of the set of oak trees on your right. Perhaps a smile and a joke as the impetuous young Douglas loses his ball in a cleft branch having chosen too heavy a wood. There could be quiet and relaxing walks from hole to hole, listening to the twittering birds frolicking in the rough, and there would certainly be a great feeling of cameraderie and sportsmanship when Corr scores his third consecutive hole-in-one and collects his cup for Dashed Excellence.

On the other hand, golf has some serious downer points. It inevitably rains and you always end up being stuck with someone either completely useless or far too bloody clever for their own good. And you're never able to concentrate because some complete imbecile hurtles past in his bright white go-anywhere Range Rover just when you're about to make an important putt.

Just as well, then, that those supremely gentlemanly and sporty sorts at US Gold have come up with this absolutely wonderful special offer. Simply by cutting out the coupon here, you can pick up a copy of their meg-spiffy **Leader Board Tournament** (check out the review elsewhere this SU) for a mere £3.99. See. You knew it was leading somewhere, didn't you? Get clipping.



£1-00 OFF SU SMASH OFFER

LEADERBOARD TOURNAMENT

Send the coupon to: Leaderboard Tournament Smash Offer, US Gold, Units 2 and 3, Holford Way, Birmingham B6 7AX, together with a cheque/PO, made payable to US Gold for £3.99

ARCADE REVIEW

CATCH 23

We're talking 3D here. **Battle Zone**-style vector line graphics gone haywire in Martech's **Catch 23** That's the style. Now the plot: a mixture of *Mission Impossible, The Avengers* and *Thunderbirds.*

You get parachuted down on to a deserted island to go and blow up some new weapon – the CK23 – and put out of action everyone on the base.

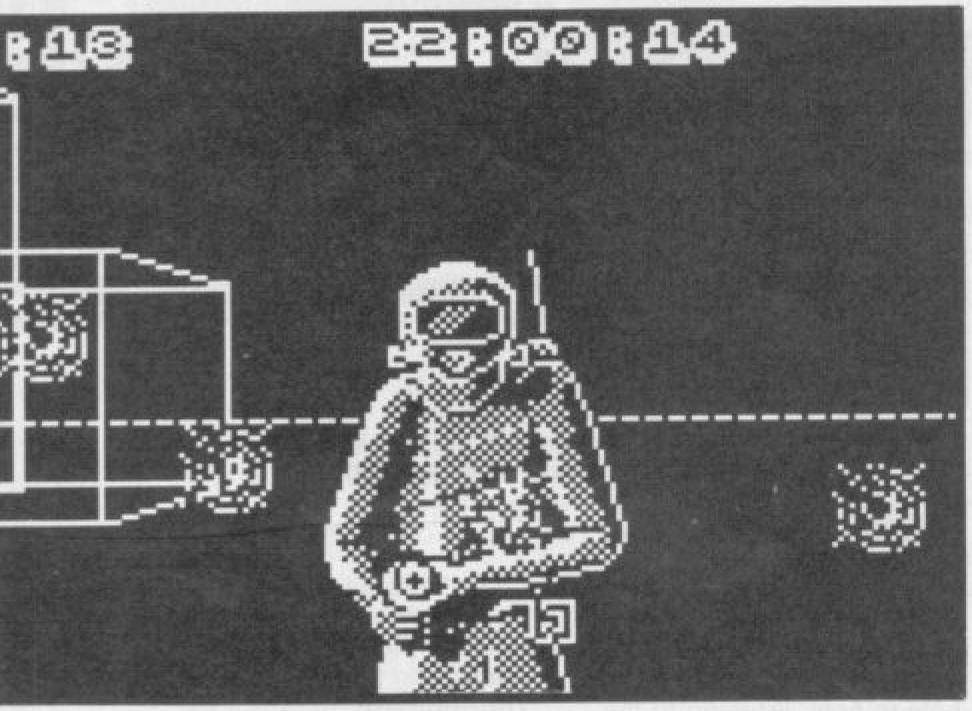
Catch 23 is a complicated item. You can tell this primarily from the large instruction booklet that comes in the box. So you have at least some advanced warning of what you're up against.

Normally I'm not a big fan of 3D line graphic games. I like things that are solid, and if there's a nasty surprise around the corner, well, I'd rather not see it through the walls of a deserted farmhouse. Know what I mean? But **Catch 23** is slightly more appealing, I think. Mainly because it's all so well done, and you know where you're at with it. There's no faffing around, trying to turn cuboids or dodecahedrons upside down and inside out.

If you come across anything interesting as you move around you switch to Investigate Mode. All-purpose, multi-use, incredibly exciitng and convenient. Press *I* and a magnifying glass will appear, which you can position over the object of your choice.

Being a 3D vector effort means every step you take (there's got to be a good opening for a song in that line) up-dates the screen one pace towards you, accompanied by the gentle tap, tap of your footsteps. The movement is, as you'd expect, a bit jerky but not annoyingly so and the buildings do have this tendency to wobble slightly.

It's also, curiously, possible to walk into the buildings through the walls. Once you're in though, getting out is a bit of a problem. Every way you turn seems to be marked 'Way Blocked'. At this point it's best to thump the joystick and just keep going round in a circle,





Ah, the virtues of simplicity. The first thing that is great about **Prohibition** is that the plot is utterly simple. You move a gunsight around and try to take out as many members of a rival criminal gang as possible.

And as an added consideration you have to try to off any members of the general puiblic who might be held hostage.

That's it. Total game plot.

Sounds a bit dull? Wrong wrong wrong. **Prohibition** is a classic example of an utterly simple game idea which has been perfectly executed.

It works like this. Over a backdrop of a dingy New York street of tenements several Spectrum screens wide you move your gunsight. Suddenly, seemingly (but not actually) at random, a face appears at a window – find the face, move your gunsight over it and *Fire.* Kill as many of the bad guys as possible.

The basic problem is where is the next killer going to appear? You get a clue by some arrows flashed up at the bottom of the screen – they tell you vaguely the right area to look in but mostly it's up to you. Your time to find that face is limited – numbers tick away the moments until the killer has got you lined up in his sights and ... well you can guess the rest.

The reason **Prohibition** works so well is the dodge factor. It has the same sort of nervous appeal that hide and seek used to have when you were young. Dodge is the hide bit – in Dodge Mode you won't be hit by anybody but it uses up bullets and, more importantly you can't *Fire* at anybody in this mode. This means you have to watch the timer constantly and make a judgement about whether you have enough time to find and kill the bad guy before it gets too late and you should have dodged instead. Usually you get it wrong – but it's that constant 'Shall I risk it?' that makes the game thrilling.

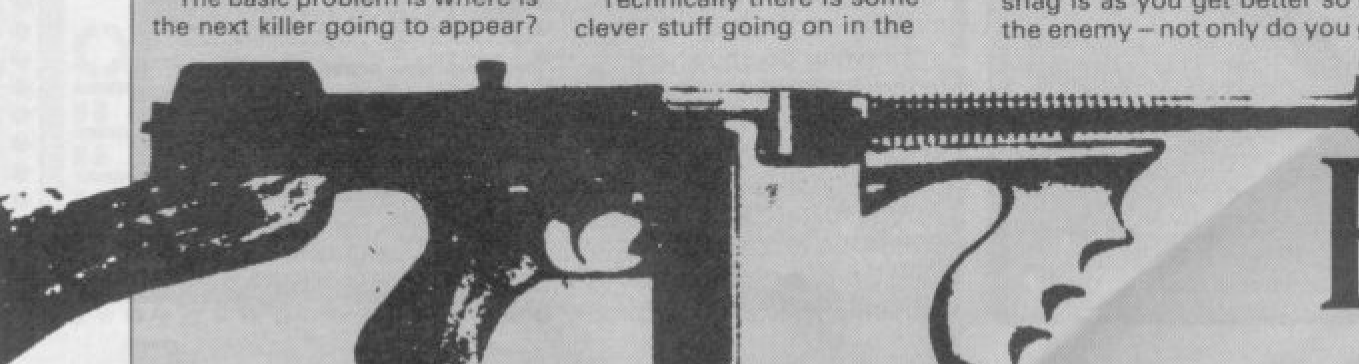
Technically there is some clever stuff going on in the



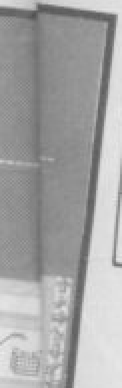
game – incredibly detailed backgrounds have to be scrolled yet the effect is achieved pretty smoothly. The sheer excellence of the graphics means that after a few moments you automatically ignore the fact that they are only in black and white. It could almost be a digitised photograph of a real New York street scene, so realistic is the detail and so authentic is the atmosphere of crime and decay.

There is, you begin to realise a pattern to the appearances of the bad guys – obviously you can learn it and move your gunsight cursor into the correct position ever more quickly. The snag is as you get better so do the enemy – not only do you get





PROHIB



FACTS BOX

3D vector line graphics thrash. Impressive game to look at, easy to get into, and hard to put down

CATCH 23
Label: Martech
Price: £8.95
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★★ ★★★★☆ 9

and the way out will eventually open itself up to you.

Apart from buildings, the landscape features some rather old trees, but not a lot else.

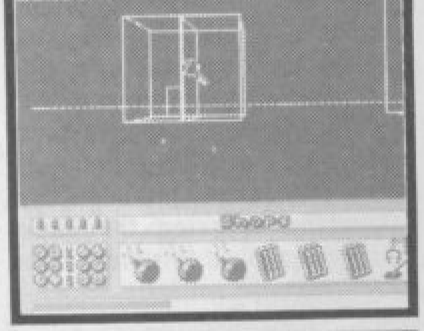
Certain objects are vital to the success of your mission, whether it be a question of avoiding them or picking them up. First off on the avoiding front are the enemy guards. They can only be shot in the chest, and refuse to be affected when shot anywhere else. There are two types of guards, one quite far away, and one standing slap bang in front of you with the muzzle of his rifle straight up your nose. Not a pretty sight. Still, stay cool and shoot him, he'll go away pretty fast.

There are one or two nice bits, like shuttles which you can board, which take the leg-work out of exploring the island. And you can pick up the odd bit of spare equipment here and there and make the odd bomb.

The graphics are truly impressive. Malcolm Smith has, says Martech, managed to move more things around the screen in 3D than ever before, and I'm inclined to agree. You might imagine that the 3D black and white line graphics could get boring after a while, and to an extent they do, but the potential tedium is broken by the arrival of the guards who are a trifle on the solid side.

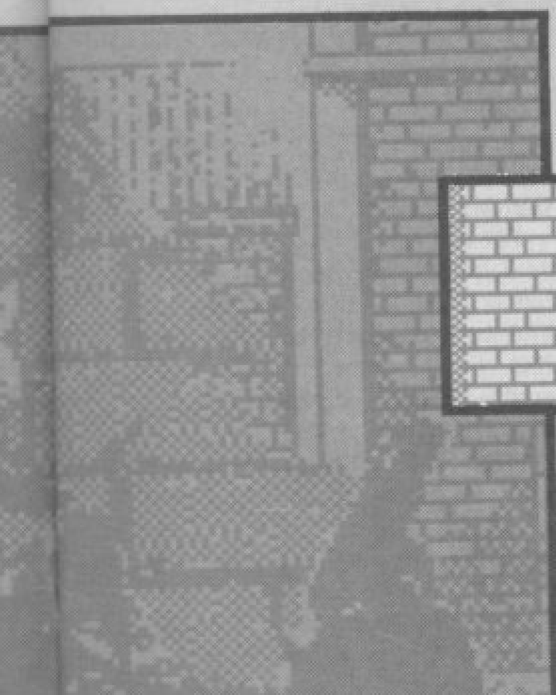
And despite the complex instructions, when you get down to playing the simple controls mean that you're not always left referring to the instruction leaflet for the how and why as to blowing up the base whilst someone's letting off a mine in your direction.

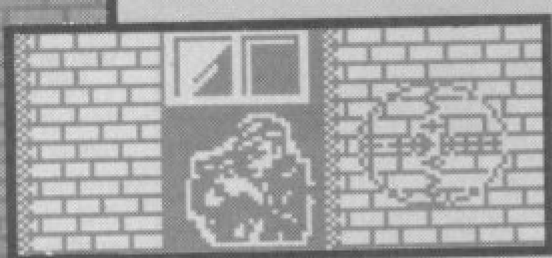
Altogether, I found **Catch 23** more than a little addictive. Nice one Martech■



more and more of them at ever faster intervals but hostages start to appear (mainly distinguishable by their lack of nifty hats). This means you have to waste precious extra microseconds figuring out – having found a face a window – whether to shoot or not. It's time you don't have.

Yes, it's a pity the game is only black and white, yes the sound could have been better, yes it's a very simple idea but yes I really liked it■





FACTS BOX

A simple idea brilliantly realised with excellent hi-res graphics and a pace of play that'll keep you interested for ages

PROHIBITION
Label: Infogrames
Author: in-house
Price: £9.95
Memory: 48K/128K
Joystick: various

Reviewer: Jim Douglas

★★★★☆ ★★★★☆ 8

BITION

TWILIGHT

BEST OF 3D

Label: Vortex Price: £8.99 Joysticks: various Reviewer: Tony Dillon

Nice compilation with a few good points but let down by Android II

Warning: All 3D haters out there, quickly turn the page. Reading this could seriously damage your brain. Best of 3D is a completely misnamed compilation. It was of course originally titled A Few 3D Games That My Aunty Said Were Very Pretty.

So what's in it? Android II: **Ugh! Yeeuch! And strange farting sounds. Easily the worst worst game here. Quick, where's the plug?** T.L.L.: **Now, this IS good. Old it may be, but it is still as impressive as it was when it was released.** Revolution: **Boing. Boing.** Bounder **meets** Bobby Bearing **in this middling filmation style game.** Highway Encounter: **This one's a classic. Just what I've always dreamed of doing: Driving a pepperpot down a motorway. If you like this stuff you probably have it already. If classic. Just what I've always dreamed of doing: Driving a pepperpot down a motorway■**

★★★☆☆ ★★★☆☆ 6

STORMBRINGER 128

Label: Mastertronic Author: David Jones Price: £2.99 Memory: 128K-only Joystick: various Reviewer: Graham Taylor

Final Magic Knight game now enhanced as 128K-only version

This is the 128K version of the original Stormbringer, **which completed David Jones' trilogy of Magic Knight Adventures. It retains all the features of the original including the Windimation option to select system (loads of menus, basically) and zillions of objects to collect some of which are completely useless. For full details of the game check out SU Feb page 88.**

This new 128K version has a slightly enhanced version of Windimation – which means flipping between all the different window options is made easier and quicker – and a really nifty sound track. In fact the soundtrack adds quite a lot to the game.

We liked it well enough on 48K and the fact that this is the same price and includes extra features definitely ups it rating. A must for 128K owner■

★★★★★ ★★★★☆ 9

TOMB OF SYRINX

Label: Power House Author: Ayyaz Mehmood Price: £1.99 Memory: 48K/128K Joystick: various Reviewer:

A pretty simple scrolling maze game. Take it or leave it

This game has been written by a chap called Ayyaz Mehmood, who penned Hercules, **a game that I thought was quite fun.**

Tomb of Syrinx **is along similar lines, and chronicles your efforts to find five keys from within its mysterious walls, whilst avoiding a motley collection of monsters that seem to just appear precisely when you don't want them to.**

It's a tried and tested maze-scrolling game, with some very clean graphics that are not only colourful, but distinctly atmospheric■

★★★★★ ★★☆☆☆ 7

HIT 6-PAK

Label: Elite Price: £7.95 Authors: various Memory: 48K/128K Joystick: various Reviewer: Andy Moss

Top value mix of some oldies and newies. Who can gripe at seven games on one tape

The secret of a good compilation tape is that, in amongst some pretty standard games, are one or two absolute gems that are worth the cost of the package on their own.

Elite has released this bundle – a strange motley bunch of oldies mixed with a couple of recent hits.

For a kick-off, the last game on the tape, Split Personalities, **is worth every penny so this is a good buy whatever the state of the others in the set.**

The tape begins with Scooby Doo, **a pleasant arcade platform game. Next is** 1942, **the conversion of the original arcade game, and this is pretty close to the coin-op.**

Duet **is next. It's the only unreleased track on the tape and is really a** Gauntlet **clone set in the** Commando **mold. It's really very good.**

Jet Set Willy II **has lost a lot of its charm in these days of pushing the Spectrum to its limits and the two-year age gap shows.**

Sacred Armour of Antirad **never did anything for me when it first came out, (but it was an SU Classic), so this time around I like it even less. And** Fighting Warrior **from Melbourne House, was a huge disappointment.** Hit 6 Pak **is still terrific value. No excuses. Buy it■**

★★★★★ ★★★☆☆ 8

ZONE

BACKGROUND NOISE

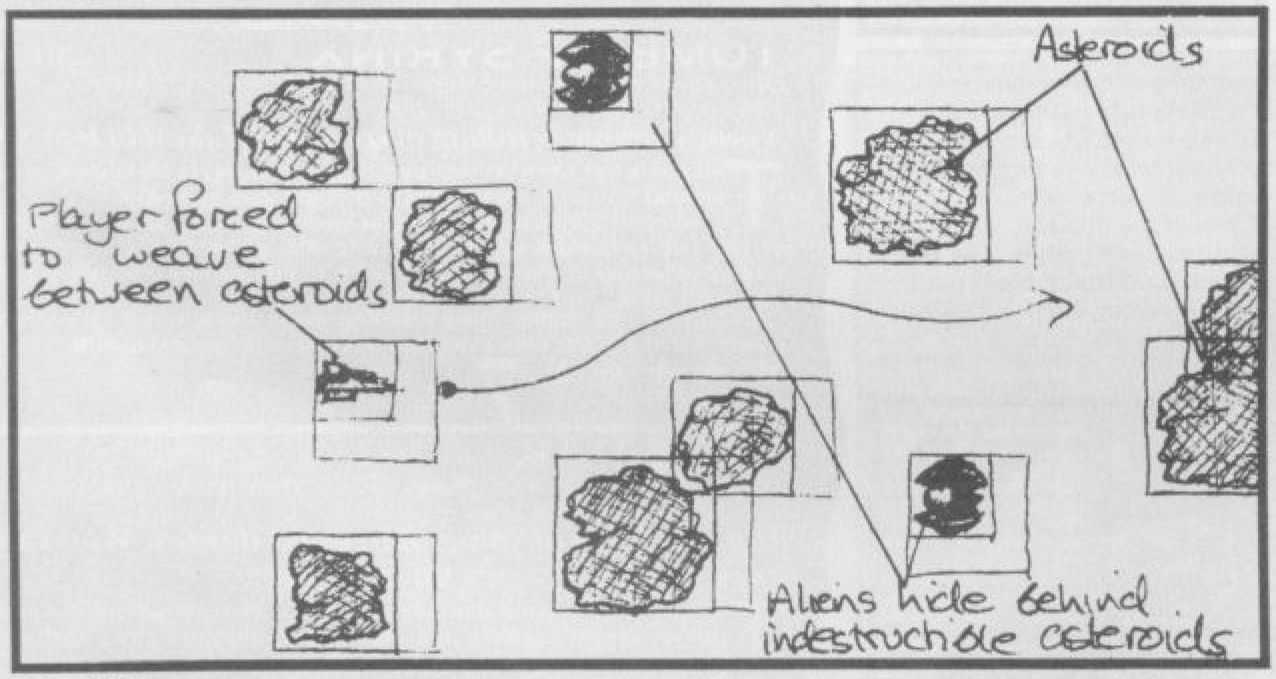
Background Noise looks behind the top games of the moment and speaks to the programmers who sweated blood to produce them. Background Noise looks from the author's point of view — at the particular programming problems and the way they were solved

ZYNAPS

by Dominic Robinson

Let's do a fast, horizontally scrolling shoot-em up with lots of colour and no attribute clash . . . – Andrew Hewson late '86.

After the success of *Uridium* on the Spectrum we decided to take the new techniques we had learned, improve on them and try to push the frontiers of scrolling on the Spectrum back a bit further still. This would mean speeding up the game's frame rate to remove all traces of flicker on the scroll, and introducing lots of colour to get as near as possible to an arcade machine look. Would we succeed . . . ?

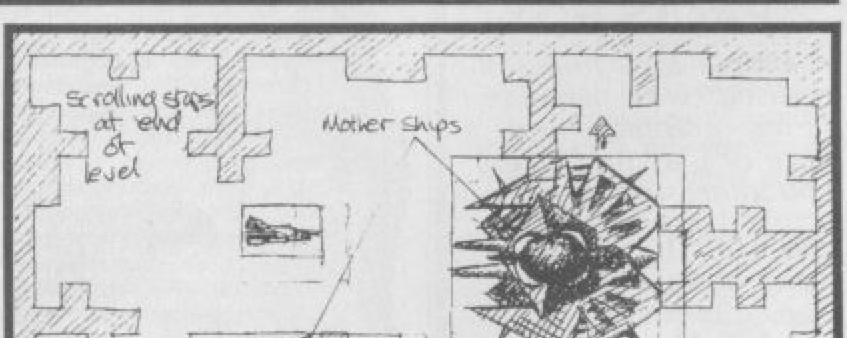


June '87 . . .

All three versions of *Zynaps* were developed on Amstrad PCW8512s using fast assemblers and linkers, then downloaded to the different target machines over an RS232 link.

The problems encountered in developing a shoot-em up such as *Zynaps* breakdown into three distinct areas – graphics and display generation, game control, and last but by no means least, sound FX and music.

On the Spectrum the generation of fast, smooth, colourful scrolling was obviously going to be the most critical job so I tackled this first. I wanted to be able to run the final program at 25 frames per second to ensure that the sprites and scolling were as smooth as possible. As a result of this the first major design decision I made was to reject the use of a buffer on which the display could be drawn before being dumped to the screen. This meant that the display would have to be drawn directly to the screen using beam avoidance techniques to prevent the nasty glitches and scissoring caused by displaying a partly updated picture. To do this the game had to be synchronised to the 50Hz interrupts and the graphics routines written to keep track of the raster position while the display was being drawn, a difficult job but in the end well worth the trouble.



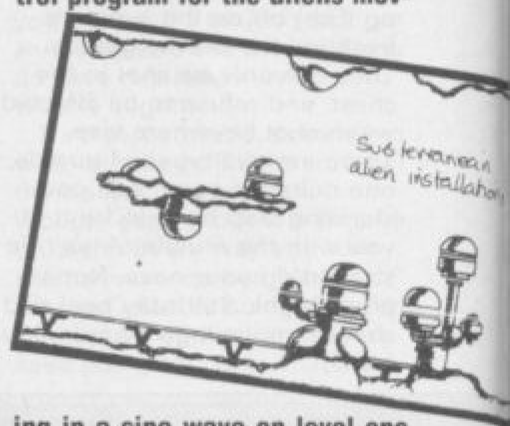
Sketch showing sprites running behind the background graphics

The next problem to rear its ugly head was, inevitably, colour! Or more precisely how to avoid jarring attribute clashes. The background graphics themselves caused few problems since, because they don't move relative to each other, preventing attribute clash was simply a matter of keeping areas of different colours at least 8 pixels apart horizontally. The sprites however caused a great deal more trouble.

The game design called for the sprites to be able to move around freely anywhere within the play area, this lead to two different problems – sprites crossing each other, and sprites crossing the background. Short of making all the sprites the same colour the first of these problems is, on the Spectrum, insoluble. However, by choosing colours carefully and by giving more important sprites a higher colour priority I managed to at least disguise some of the problems. The second problem, that of sprites crossing the background, gave me terrible trouble until I realised that I could run the sprites behind the background!

This solution completely removed attribute clashes and even gave the display a greater feeling of depth.

Since *Zynaps* was being written across all three formats simultaneously it was important that the control logic and data for the aliens and levels be as portable as possible. To this end two sub-interpreters were designed to control the movement of the aliens and the sequencing of events on each level according to 'Manoeuvre' and 'Episode' programs which could be the same on each machine. Using the macro facilities for our assemblers the programs for these sub-interpreters could be entered in a very high level form. As an example, the control program for the aliens moving in a sine wave on level one looked like this:




```
program
  vector 32
  repeat forever
  oscillate
endprogram
```

The 'vector 32' instruction starts the alien moving left, after which it is told to 'oscillate' forever, or until it reaches the edge of the screen.

For the music for *Zynaps* Steve Turner of Graftgold was called in to do his usual excellent, and as was vitally important in this case, compact job. The sound effects, however, I decided to do myself since I wanted the sound generation routines to use all the available processor time without encroaching on the time required by the critical graphics and control routines. As it turned out the multi-tasking program structure required to implement this properly proved very powerful; and enabled me, once an eight level priority system had been added, to put a large number of non-critical routines, such as score updating, in a queue to be executed as a background task using what would otherwise be wasted processor time. I'm pretty pleased with the end result■



NOW FOR COMPUTER
MASK™
The Battle Continues!!!
Join with the forces of MASK, skilfully commanded by the brilliant strategist Matt Trakker and combat the evil of the villainous VENOM in their quest for domination of the world. No longer need you stand by and passively observe the evil deeds of Mayhem and his co-conspirators. Here is your chance to dig deep into your cunning and put your skills to the test against possibly
the greatest master criminal the world has ever seen, fact or fiction. This classic conflict of good versus evil is portrayed with a realism and excitement that can only take its lead from the world's most famous collection of superheroes and supervillains. There are creations of adventure, there are creations of combat but there is not a creation quite like MASK!!!
SAY GOODBYE CONDOR
VENOM
MAYHEM!!
BRAD! THIS IS THUNDERHAWK HOLD ON, I'LL SOON BE ON HIS TAIL...
MASK™ AND THE ASSOCIATED TRADE MARK ARE THE PROPERTY OF KENNER PARKER TOYS. INC. (KPT) 1987.
GREMLIN
CBM64/128 & Amstrad - £9.99 TAPE £14.99 DISK
Spectrum 48/128K - £7.99 TAPE
Gremlin Graphics Software Ltd, Alpha House, 10 Carver Street, Sheffield S1 4FS Tel: 0742 753423

If you were a software house (and who knows, one day you may be) and you needed some music in a hurry could be you'd be straight on the phone to Dave Whittaker. Computer Music Supremo and ex-New Romantic. We talked to him about Specs, Bugs and Rock 'n' Roll.

Dave Whittaker – a history

I was in a band called Beu Leisure – it was sort of New Romantic Pop. Actually we were quite well known in Altrincham. Then I started playing around with a Vic-20 which lead me via some games programming for Mr Micro to music programming since my stuff was better than the other programmers. Eventually I was doing music full time. Then I went to Terminal software who sort of turned into Binary Design.



OK then what's the one thing that the Commodore has got that the 48K Spectrum doesn't? More expensive games? Well yes but something else. Fewer sprites on screen. OK, but something else. Curiously blocky graphics? Yep but something else. Much better music. That's the one. Spectrum owners though supplied with infinitely more original games (first) and often with more detailed graphics have suffered in the sound department.

No Longer. With the 128K machines Spectrum owners have had a sound chip which is capable of funking great musical soundtracks. It's taken a while but now you can get down to the sound of your Spectrum. In this special feature we talk to Dave Whittaker author of some brilliant soundtracks including **Glider Rider** and **The Tube**. We give you the fully annotated SU Top Ten chart of the best Spectrum sounds around and include a special offer of an awewomely fantastic SU MEGA MIX of the best soundtracks.

Technical stuff

I use my own music driver. It runs on a Tatung Einstein. It lets you write in a stream of bytes which represent either musical notes or effects and arrange those phrases into different patterns – it's like a machine code sequencer. It means it's comparatively simple to write in single-channel chords, vibrato and various other effects.

Did you say single-channel chords Dave?

Yes the chord of C major is the notes C E and G you get the machine to play those notes in succession very quickly – an arpeggio really – and it sounds just like a chord is being played.

Hardware

The only thing I use is a Yamaha CX5 computer synthesiser to work out the notes. It's wonderful.

Musical styles

What doesn't work at all well on the Spectrum 128K is copies of real music particularly if it is slow – you just don't have enough channels to waste one on one long note. Far better is fast stuff particularly if it can sound a bit Japanese because the standard sound chip in the 128K Spectrum can only produce square waves on the oscillator – these have a definite twangy quality. Short fast little notes are ideal.

How to get 25 instruments on three channels

I try to get bass and drums on a single line so the music might go bom da bom chak where the first three are bass sounds and the





MUSIC

The SU Top Five Soundtracks

1 THE TUBE

Donna Summer's bass line off *I Feel Love* meets John Michel Jarre's fuzzy lead sounds meets Rob Hubbard's Rick Wakeman twiddly bits impersonations. Basically a virtuoso exercise in 'let's transpose those keys' with a synthetic band of punchy bass, assorted pre-DX7 keyboard inpersonations plus a bit of plastic wah-wah and the odd hi hat when anybody has time for it. Check out also the Dambusters-meets-Godzilla sound effects

2 GLIDER RIDER

A revelation when it came out – featuring a remarkable Wet-fish-in-the-face-and-German-slap-dance rhythm section and a lotsanotes let's-see-Mark-King-do-this bass lines, the whole thing topped off with an authentically 1970's twiddly up and twiddly down synth line. A special mention is deserved for the great change of musical pace when your hang-glider takes to the air to the tune of synthetic flute noises and simple bass thuds



3 ZUB

It opens with an ELP-type sonic screech and leads in the opening screen to an utterly lunatic tune which sounds not unlike 25 typists od'd on caffeine. The main theme music is an exceptionally bizarre mixture of hammer house of horror creepness and Gary Glitter stomp rock. We loved it

4 AMAUROTE

Opens with a wonderfully tacky bit which sounds like a bunch of drunken birds and a lone snare drum. The main music is exceptionally strange and sounds like somebody playing at making funny noises in an echo chamber. Sounds a bit like Gong for those who can remember . . .

5 STORMBRINGER

Rick Wakeman meets J-M Jarre. The loud bits with the downward runs sound like the former and the bit when it all suddenly stops and you get cosmic flutes over bass sequence type stuff is a bit like Jarre. **Stormbringer** has by far the best white-noise drum machine sounds of any of the games here. All together now chissh cha ka chissh ka ka ka . . .

TOP WE DO THE SPECTRUM BOP!

fourth is a drum beat. At a later stage I may find that there are odd 'holes' in the track where I can slip in the odd high-hat beat.

Special effects

I think if there is one thing that makes people know a soundtrack is one of mine it is probably a kind of echo effect I've developed. It works by taking the current note and every so often for a fiftieth of a second playing that note an octave higher. It isn't really echo but sounds a bit like it.

Other music programmers

I don't listen to them, though Rob Hubbard uses my music driver.

Ambition

My ambition is for somebody to put a really good sound chip in a really successful computer something like the CX5 chip would probably only cost 10p or something.

Software companies

What they ask for varies a lot. Mastertronic usually rings up and says 'the game's being mastered tomorrow just give us something fast and pacey'. That's fun because I can do more or less what I want. Other companies sometimes come to me with all kinds of definite ideas about what they want and sometimes what they have in mind just isn't possible.

Daves fave raves

I used to be a Bowie fan before he got all successful and American. Other than that I like stuff that is good musically and technically – people like Kraftwerk and Yazoo.

Coming up

I've just finished the soundtrack for The Living Daylights – the new James Bond game from Domark and I'm also at this very moment doing** Grand Prix Simulator **for Codemasters.

As part of SU's bid to get you dancing in front of your monitor we present possibly the most bizzarre event since Imagine sent out packets of seeds with Pedro – the SU Top Ten Megamix!

Here's what we did. We took some of our favourite Spectrum soundtracks and gave them to Chris Jenkins (Ace Creator of electronic music soundtracks for In-store videos, computer game companies and countless other things – contact Fluffy Banana Music 01 437 4343.) In a dingy basement studio, armed to the teeth with drum machines, samplers, digital reverbs, synthesisers and the London Philharmonic Jenkins produced what can only be described as a melange, a pick-and-match or even a disco mix of the best Spectrum musics around. We've funkied, permutated, twiddled and twaddled some great original sound tracks into something so wonderful you may want to hang up your joystick and get on your dancing shoes.

It's supplied on a single C15 tape, and since the second side is blank you can also use it to store your own programs. Not only that but it is astoundingly cheap – a mere 99p.

Featuring music from the SU Top Five soundtrack chart including Glider Rider and David Whittaker's latest track for The Tube.

*If you're even slightly into great Spectrum music this is your chance to blow those Commodore owners A-wayyy. *Note: this is an audio tape – you do not have to have a 128K machine to boogie on down.*

To order your tape

Send a cheque or postal order made payable to EMAP B+CP for 99p to Sinclair User Music Megamix, 14 Holkham Road, Orton Southgate, Peterborough PE2 0UF. Please allow 28 days for delivery. Offer closes September 30.

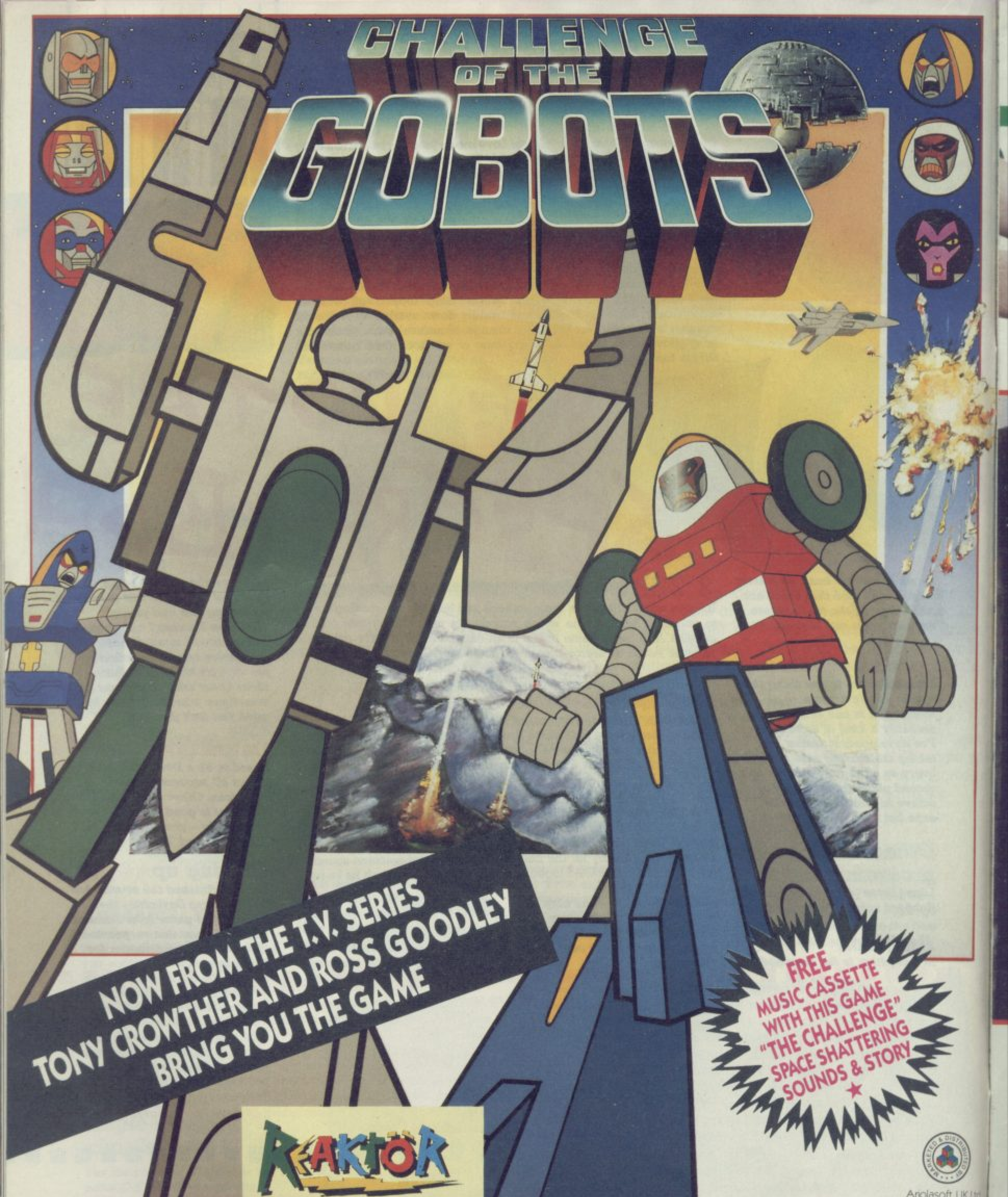
Coupon

I want to get funky on my Spectrum please send me .... copies of the SU megamix tape. I enclose a cheque for £......... (0.99p per tape

Name...

Address..

....



Now from the hit T.V. series REAKTOR brings you ultimate Gobots action! You play the part of Leader 1 – defending the planet Moebius from the evil Gog.

SPECIAL FEATURES INCLUDE

- Computerised Gobot book with illustrations and scrolling pages (cassette and disk!)
- Weird double gravity – you fall to the bottom or top.
- Classic computer music.
- Absolute joystick heat!

AVAILABLE ON:

C64 cass	9.99	MAY
C64 disk	12.99	MAY
Amstrad cass	8.99	MAY
Amstrad disk	14.99	MAY
Spectrum cass	8.99	JUNE





Swat's going on around here? Swat's that, buzzing around the place? S'Micronaut, that's swat!

Yoh. We here at SU have gone completely insecticidal and decided that swat everybody needs is something to help with insect eradication.

And boy, have we got just the thing for you exterminators out there.

As those of you who saw last month's SU know, *Micronaut One* from Nexus is a complete Classic. In other words, it's brill, so we thought we'd run a little compo (it's big, not little – Ed) and treat you to a few copies of the game.

Yes! The lucky first prize winner will walk away with a totally lethal photon blaster with flashing lights and sort of blippy noises! Zap your friends, zap the gerbil, zap anyone at all! And, just for good measure, we'll chuck in a free copy of the game.

MICRONAUT ONE SWAT TEAM COMPO



WHAT TO DO*

Look at the picture showing one of the restrained (they should be – Ed) SU SWAT team kitted out in the full photon gear – safety helmet, laser, chest pack, detection unit. Now look at the unsavoury group of individuals below (and, do they look unsavoury? They do) labelled A to G. And finally look at the list of names of low-lifes below labelled A to G. Now you are ready to answer the two questions in The Coupon

A Jim, B Lou, C Graham, D Linda, E Ali, F Tamara, G Gareth (The Mad Celt)

THE FIRST PRIZE

So, fly-zappers, the First Prize winner will be provided with all the equipment necessary to murder anything or anyone that they happen to have an aversion to.

Because the grandioso first prize is a truly amazing Photon Electronic Double Warrior Battle Game!

Complete with two customised helmets, two lasers and a special chest pack detection unit, this Photon Warrior kit will allow you to fire infra-red bolts of energy at anyone you choose. Score four hits on the chest pack, and the other guy's a gonner. Long range, realistic (do what?) and absolutely overly the toply brilliant.



THAT'S NOT ALL

Twenty-five runners up will just fly out of here with copies of Micronaut One, so they can do a bit of extermination themselves. There's no flies on us.



Question 1: Which of the characters in the photo A-G is wearing the gear? A☐ B☐ C☐ D☐ E☐ F☐ G☐ (tick box – only one, stupid)

Question 2: Which of the names A-J corresponds to your choice of character? A☐ B☐ C☐ D☐ E☐ F☐ G☐ (tick box – no, no, I said only one)

Now fill out your name and address in the space provided

Name..

Address..

....

....

Finally, cut out the complete coupon and send it to Low-life SWAT Choice Compo, Competition Megacontrol, Sinclair User, 14 Holkham Road, Orton, Peterborough P62 0UF. Competition closes August 31.

*Nexus and EMAP low-lifes may not take part (their lives are far too low)



What on earth are you doing suffering all these hassles???? Why are you working for a nobody, when you can work for a somebody??? Why go it on your own as the lone independent??? **If you are the best then it stands to reason you only can work with the best... and that's U S Gold. No.1 in the UK and Europe for entertainment software – year after year, after year and the success keeps growing.**

Licenced imports of the biggest names, arcade conversions of all time greats, original concepts years ahead of their time – we give you the opportunity to test your talents on the widest possible range of programming challenges. And what do we offer.

- Guaranteed payments from a financially sound market leader – flat fees, royalties, payments in advance or for outright rights ... we're flexible to your needs.
- Professional support with your programming, with creative concepts, animation, music... you get on with what you're good at we'll help with the rest.
- Unrivalled sales opportunities – our track record, and name speaks for itself when it comes to quality, marketing and distribution. Whatever our agreed terms of payment it means money in the bank for you.

There's only one problem you need to concern yourself with – if you believe that you're the best there is, are you really giving yourself a fair chance to show it!

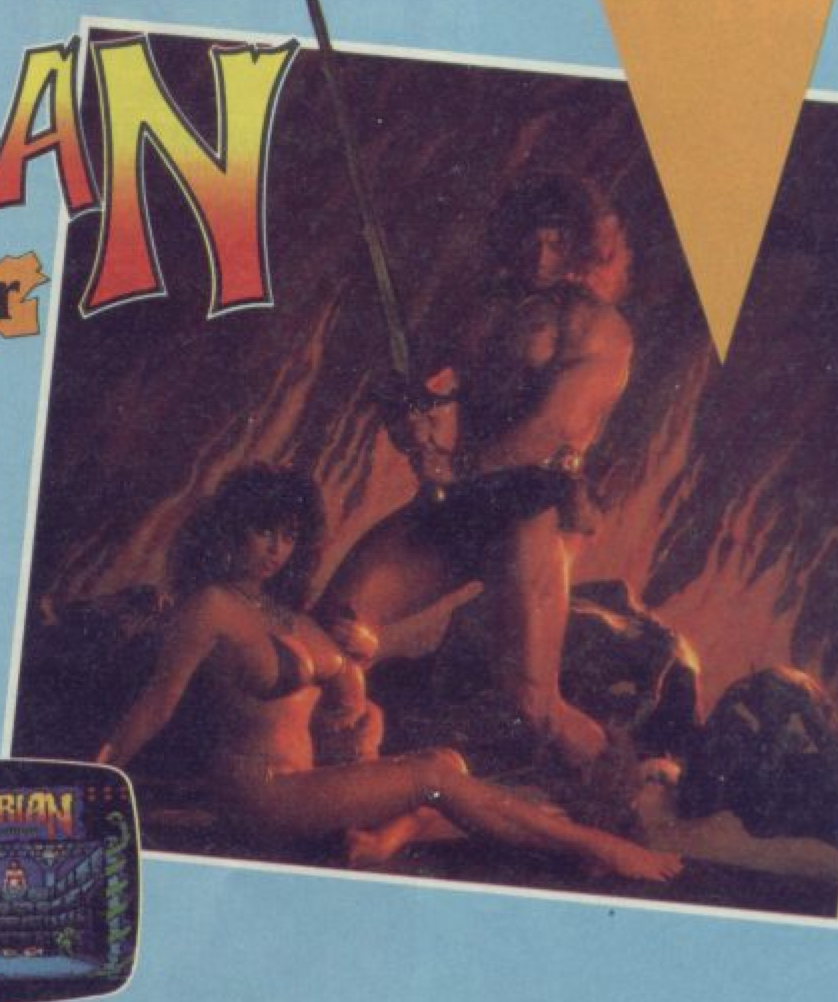
U.S. GOLD All American Software

Contact Tim Chaney or Dave Partington on **021 356 3388**
U S Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX

Twice the Adventure.

BARBARIAN

The Ultimate Warrior



At last, the most realistic and exciting sword-fighting game for the home computer. One or two players – fight against the computer or a friend.

"Remarkably impressive ... a real slice 'n' dice fight" – Crash

"A real winner" – Commodore User

"Animation is most realistic we've yet seen" – C&VG

"Buy it" – Sinclair User

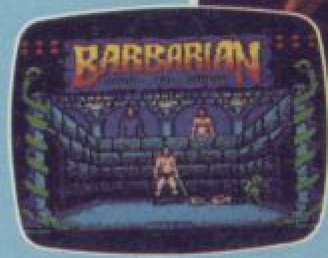
C64, Spectrum, Amstrad cassette £9.99, C64, Amstrad disc £12.99. Includes large colour poster.



COMMODORE



SPECTRUM



AMSTRAD

STIFFLIP & Co.



A unique and hilarious action back-packed adventure that combines the fun and skill of arcade games with the complexity of an adventure. Joystick and brain required!

"As always Palace have come up trumps ... another spiffing game. It has a style and sense of humour that smacks of the old Empire days" – Computer Gamer

"If you're a games player desperate for something different then take a look ... very clever and very playable" – C&VG

"Rarely have I seen the idea of the icon-driven adventure implemented with such style and sense of humour ... enough to capture the imagination of the most jaded player" – Popular Computing Weekly

C64, Spectrum cassettes £9.99, C64 disc £12.99. Amstrad version available soon.
All versions include large colour poster.



AVAILABLE FROM ALL GOOD COMPUTER GAME STOCKISTS, OR BY MAIL ORDER FROM:
PALACE SOFTWARE, 275 PENTONVILLE ROAD, LONDON N1 9NL.
SEND CHEQUE OR POSTAL ORDER. ADD 80p TO THE ABOVE PRICES FOR POSTAGE AND PACKING
ACCESS AND BARCLAYCARD HOLDERS TELEPHONE 01-278 0751.

Double the Action.

PALACE SOFTWARE

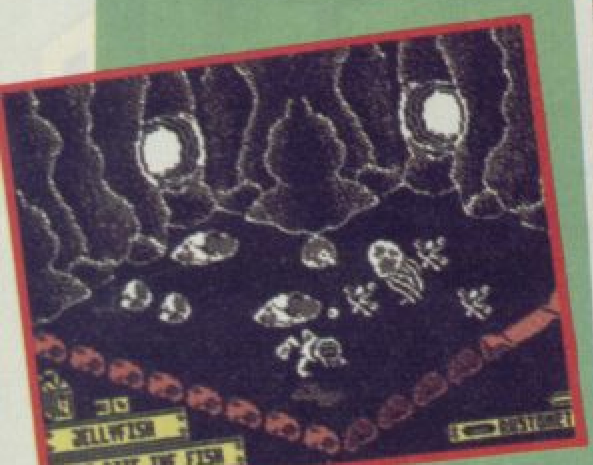
FULL PRICE 20

HOT
FULL PRICE

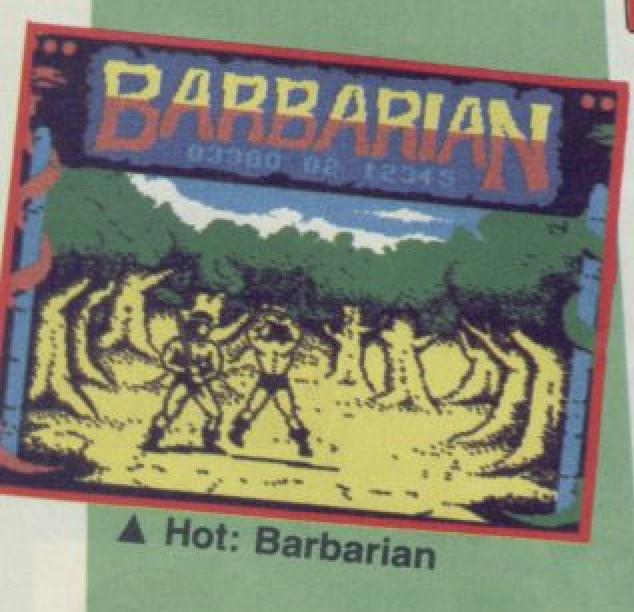
Geoff (Revs) Crammond has been busy again and produced the highly original Sentinel – a bit of a cross between chess and quantum physics – and it's very weird in a compulsive kind of way. Barbarian is probably the best combat game this year – big figures, violent action and some great moves. And Hydrofool is FTL's answer to Knight Lore, via Sweevo's World starring – yo – heeerrreee's Sweevo!!!



▲ Hot: Sentinel



▲ Hot: HYDROFOOL



▲ Hot: Barbarian

Pos	Last	Title	Comment	Classic	Publisher	Price	Rating
1	(1)	ENDURO RACER	Sets new standards for arcade tie-ins		ACTIVISION	£7.95	10 STARS
2	(2)	GAUNTLET	Classic coinop – converted as well as you could wish		US GOLD	£9.95	10 STARS
3	NEW!	ARMY MOVES	Highly violent and very morally unsound		IMAGINE	£8.95	10 STARS
4	(13)	SABOTEUR II	Nice graphics but lack of game variety		DURELL	£7.95	6 STARS
5	(3)	SIX PAK	Top value mix of oldies and newies – from good to bad		ELITE	£9.95	9 STARS
6	(6)	HEAD OVER HEELS	Very wonderful ticket to runny-jumpy-avoidy city	CLASSIC	OCEAN	£7.95	10 STARS
7	(5)	AUF WIEDERSEHEN MONTY	A Rolls-Royce platforms game with lots of nice ideas		GREMLIN	£7.99	9 STARS
8	(4)	PAPERBOY	Excellent conversion form the hit coin-op. Great		ELITE	£7.95	10 STARS
9	(11)	LEADERBOARD	Deserves to take the simulation market by storm	CLASSIC	US GOLD	£8.95	10 STARS
10	NEW!	SENTINEL	Completely original, technically staggering and frighteningly addictive		FIREBIRD	£9.95	10 STARS
11	(8)	SUPERSOCCER	If you don't spend time training you'll never leave the 4th division		IMAGINE	£7.95	7 STARS
12	NEW!	BARBARIAN	Top quality combat game. An essential purchase		PALACE	£8.95	10 STARS
13	(9)	KONAMI'S COIN-OP HITS	Good value compilation. With Yie Ar Kung Fu and Green Beret		IMAGINE	£9.95	9 STARS
14	(16)	VULCAN	Has to be a classic for any wargamer	CLASSIC	CCS	£9.95	10 STARS
15	(10)	FOOTBALLER OF THE YEAR	What can I say Saint? They've let themselves down badly		GREMLIN	£7.95	2 STARS
16	NEW!	HYDROFOOL	Sweevo II. Beautifully animated 3D puzzle game	CLASSIC	FTL	£7.95	10 STARS
17	NEW!	GAUNTLET: DEEPER DUNGEONS	More of the same monsters and traps from THE game		US GOLD	£4.95	8 STARS
18	(15)	INTO THE EAGLE'S NEST	Gauntlet-style game set in WWII Germany	CLASSIC	INTERCEPTOR	£8.95	10 STARS
19	(7)	WORLD GAMES	Querky mix of sports but well done and lots of fun		GOLD	£9.95	9 STARS
20	(17)	ARKANOID	Breakout for 1987. Slick graphics, stunning gameplay	CLASSIC	IMAGINE	£7.95	10 STARS

▼ In the top slot: Enduro Racer



SU CHARTS

COMPILED BY GALLUP FOR SINCLAIR USER

ARCADE

1	FEUD	BULLDOG
2	ENDURO RACER	ACTIVISION
3	MILK RACE	MASTERTRONIC
4	SPEED KING II	MASTERTRONIC
5	OLLIE AND LISSA	FIREBIRD

ADVENTURE

1	SYDNEY AFFAIR	INFOGRAMES
2	SWORDS AND SORCERY	PSS
3	THE PAWN	RAINBIRD
4	KINGDOM OF KRELL	ANCO
5	FAIRLIGHT II	THE EDGE

SIMULATION

1	BMX SIMULATOR	CODE MASTERS
2	LEADERBOARD	US GOLD
3		
4	180	MASTERTRONIC
5	AMERICAN FOOTBALL	BUG-BYTE

BUDGET 10

1	(2) BMX SIMULATOR It's a genuine simulation – a biker's paradise with smooth slippery action	CODE MASTERS	£1.99	10 STARS
2	(1) FEUD Highly entertaining tussle between two wizards	BULLDOG	£2.99	8 STARS
3	NEW! MILK RACE Nice tie-in to the real race – entertaining with a touch of suspense	MASTERTRONIC	£2.99	8 STARS
4	(7) FOOTBALL MANAGER Years old but still the definitive foootball game	ADDICTIVE	£2.99	10 STARS
5	(4) SPEED KING Passable 3D racing game but with bikes not cars	MASTERTRONIC	£1.99	6 STARS
6	(3) OLLIE AND LISSA A graphically good but dull pot-boiler	FIREBIRD	£1.99	8 STARS
7	(10) BRAINACHE Dull arcade game of the type everybody thought was gone forever	CODE MASTERS	£1.99	4 STARS
8	(5) CURSE OF SHERWOOD Not unlike Hewson's Firelord. Nice graphics with not much variety	MASTERTRONIC	£1.99	6 STARS
9	(9) TRANSMUTER Generally a pretty reasonable shoot em up	CODE MASTERS	£1.99	8 STARS
10	NEW! OLYMPIC SPECTACULAR Re-release of a full price oldie	ALTERNATIVE	£1.99	7 STARS

▼ In the top slot: BMX Simulator



HOT BUDGET

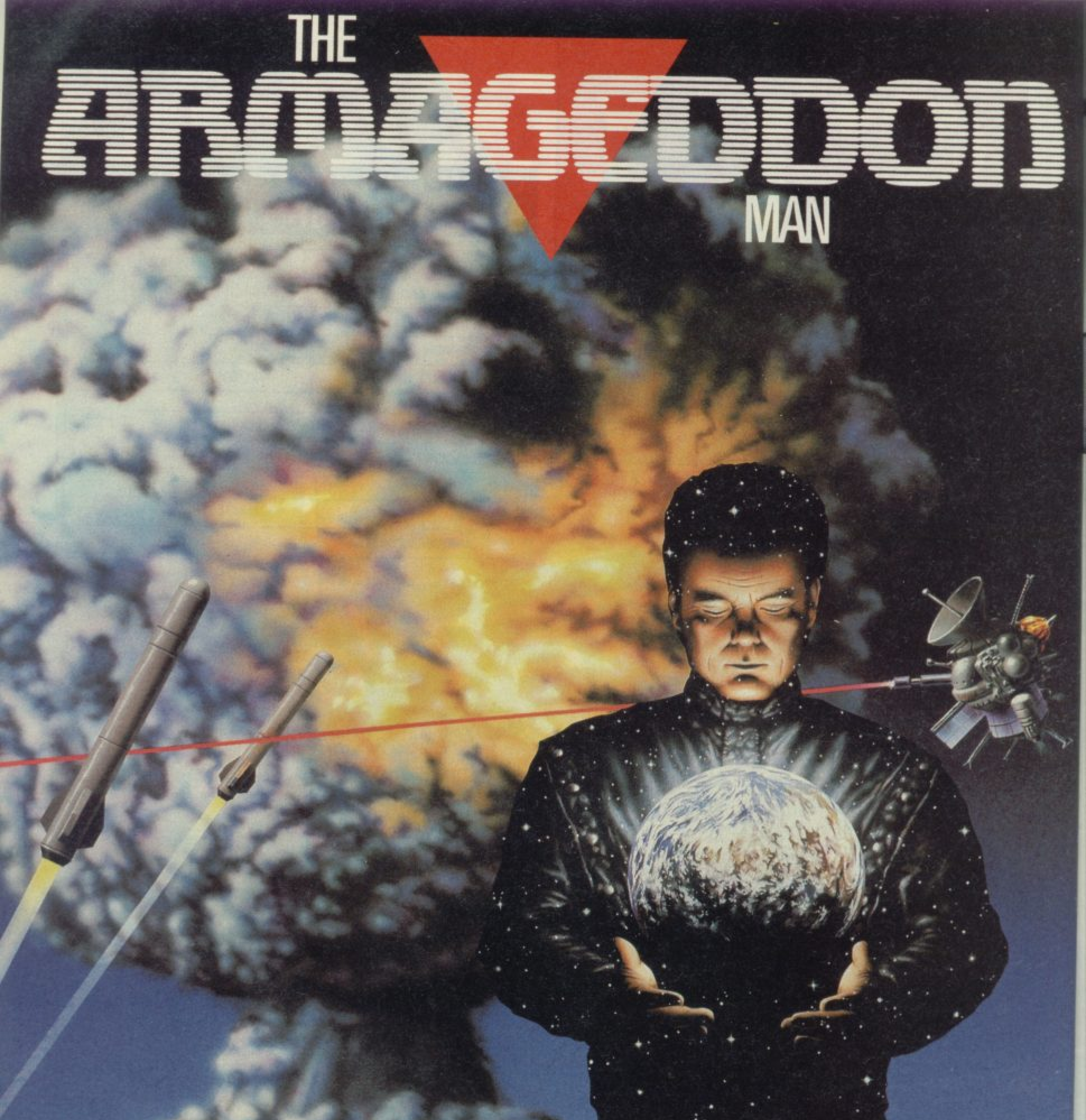
Amaurote is graphically up there with the best of them – a bit like Glider Rider only with giant insects. And Stormbringer is the final part of the hugely successful Magic Knight series (incidentally now released in a special 128K-only form).



Hot: Amaurote ▲



▲ Hot: Stormbringer



The year is 2032 AD and the world is balanced on a knife edge between survival and destruction. The last thirty years have seen an enormous expansion of the world's nuclear arsenal. There are now 16 nuclear superpower nations, each with the capacity to trigger the final destruction of mankind – Armageddon!

In a world where trust is crippled by 'Uncertainty of Response' the 16 superpowers form a desperate alliance – the UNN (United Nuclear Nations).

Together they finance and build an enormous network of spy and laser defence satellites capable of monitoring, influencing and even directly controlling the political, economic and military events of the world.

Control of the network itself resides in an enormous and sophisticated satellite, codenamed Olympus – and control of Olympus resides in its Supreme Commander often called 'The Armageddon Man' who literally holds the fate of the world in his hands.

In this incredible new game scenario *YOU* have just been chosen to become the next 'Armageddon Man'. Whether you have the necessary diplomatic, military and tactical skills to avoid global devastation is something you, and the World, are just about to find out.

Each game comes complete with a comprehensive instruction booklet, a colour vinyl map of the World 2032 Edition (25" × 16") and two sheets of vinyl re-usable flags to help plot the course of world events.

Spectrum 48/128 Cassette £12.95
Amstrad CPC Cassette £12.95 Disc £19.95
Commodore 64/128 Cassette £12.95 Disc £14.95

Available from all leading software retailers or order today by mail. Prices include postage and packing plus VAT.

martech

Martech is the registered trade mark of Martech Games Limited,
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
TRADE ENQUIRIES WELCOME. PHONE (0323) 768456 TELEX: 878373 Martec G

LETTERS

What the hell is that on page 49 in SU No 62? It was as hard to read as 2000 year old hieroglyphics at 40 yards through jam jars under water in dense fog at night!

Joseph Lee
Westhoughton
Bolton

● *We all thought it was one of the Mad Celt's better efforts and – I have to tell you – you've made him pretty upset (when he gets upset he gets uncontrollably violent – Ed)*



After having encountered a problem with my 128K Spectrum, I decided to return it to its birthplace for resucitation.

After showing its pedigree card to the Dixons sales assistant he declared it would need hospital treatment. After waving it goodbye, I slowly trudged home.



Six weeks later, having not yet succumbed to my suicidal tendencies, I decided it was time for a 'hospital' visit. Unfortunately there had been a delay in surgery. Postmortem revealed it was slipping into a fate worse than death. (In other words Dixons back-room repairs.) More surgery was needed. Following a further four week period of being 'Specless' they eventually decided to replace it.

As I danced all the way home eager to give it a severe key bashing, my mate John went into the same shop to buy . . . a Spectrum . . .

I got home and all went well until I tried to load a program. It just sat there! No amount of coaxing would work. I tried everything I could think of but to no avail. Spoke to John – and his was duff too!!

Back to the shop we went. The assistant tried everything he could to persuade me it was my fault it failed miserably. Eventually mine was replaced and so was John's.

Mine worked: John's? Failed. They'd given him the one I'd taken back.

It gets worse. He returned the following day and got a replacement He took it home and half and hour later returned it!!

They'd given him his original duff machine back again. When he wanted his readies (green folding stuff) back, they pointed him to another Dixons branch in town

J Hatcher
E Olyott
Bournemouth

● *I'm sure this is an isolated incident, but it's a pretty incredible train of events . . .*



So you want angry letters, do you? I was incensed to discover upon outragedly carting my new SU home, snarling meanly at any passers-by that, due to a condition probably induced by having read all these ANGRY letters, the brain-dead morons at SU had only furnished me with nine out of my promised ten poke cards. I hope you all become infected with a combination of several painful diseases to pay for such hideous crimes against humanity, and I am also a bit annoyed about my missing Poke card.

A M Biswell
Chessington
Surrey

● *The people that have to count up and stick the cards on the front have just had too many numbers to count up to lately. Some of them have even been punched after trying to order three portions of chips by sign language in their local take-away. Others have been getting on the wrong buses and ending up miles from home. On balance I reckon you were lucky to get nine – but we'll send you a new complete set to make up for the hassle etc*

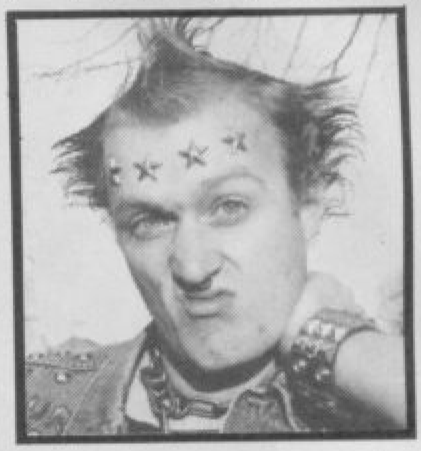
A recent correspondent to your quaint little magazine pointed out that a certain Jon Riglar wrote under the pseudonym of Adrian Scrumpwursle in a previous issue.

May I point out that Jon is a regular customer of ours, as our business is finding suitably non-conspicuous 'trade' names (as we like to call them). Our firm is called Creating Ridiculous Addresses and Pseudonyms.

Lohdab Ollix
Chief Crudologist
Rockall
Eastern Atlantic

● *Thanks Lohdab, gee, you seem like a useful bloke to know – De.*





With reference to your May SU saying an entirely free game tape would be inside of June issue. I acquired my monthly mag from my newsagent and there wasn't a tape in it.

I was most disappointed.

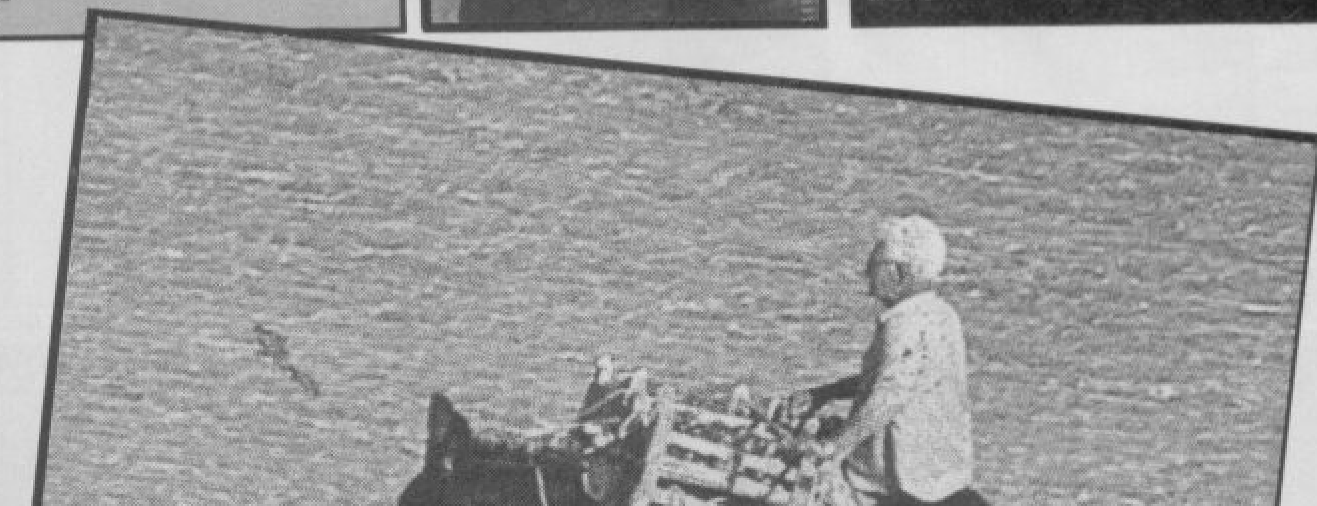
M Pooce
Bristol
Avon

● *Sometimes . . . Sometimes . . . It was a joke. Mag for £1 + game for £9.95 = mag + game at £10.95 . . . (I didn't think it was funny either – Ed)*

Can you tell me if it is possible to obtain Wafa's now that Rotronics has gone out of business? In the event of the Wafadrive malfunctioning who could repair it?

William J Smears
Liverpool

●*Easy! Logic Sales have some: 16K (£2.00), 32K (£2.50), 64K (£3.50). They're at Leofric Square, Peterborough PE1 5TN. (Tel: 0733-313870. Phew! What was that? A straight answer!!*



Please can you help!!!

In your 'Next Month' preview of the June edition you say there are twenty poke cards to collect, ten of which are to come with SU itself and the others have to be collected or swapped with friends. Tell me, what do we poor souls that live out here in Spain? How in the world am I going to collect the other ten cards? Easy if you live in an up to date civilised place like England but out here I won't have a cat in hell's chance of getting them. I suppose I am not the only person living abroad thinking the very same thing so please spare us a thought. It's just my luck to get the cards that I have no games for.

Also I would like to give you a well deserved pat on the back for your most excellent magazine and a final word in defence of Jon Riglar. I think his column is great.

Margaret M Romaine Evans
Alicante
Spain

PS Sorry about the mistyped letters, it's this b*** Spanish typewriter, it's got 29 letters instead of 26.**

● *We **told** you how to get the other ten cards! Some people, you just can't help them. Look on page 43 of the July* SU.

LETTERS



COMPUTER HEALTH WARNING

Sending your computer to computer repair centres can seriously Damage It's Health. At least, IT DID MINE.

My Spectrum was sick. It had four thick black lines and a few coloured squares. So I sent it to one of those repair firms expecting to get it back shortly, all well and ready to go.

All I got back was a note with it saying 'returned unrepairable'. Well, when I connected it up it was not sick anymore, it was dead. On taking the circuit board out of the keyboard to see what they had done to it I noticed they had secured it by only one screw. On inspecting the PCB, it



was obvious they had attempted to de-solder the video link and given up but left a mess of solder blobs, and ended up cutting the video link, they had also cut and resoldered one of the legs on the Z80 chip.

(I didn't realised I'd sent it to the butchers.)

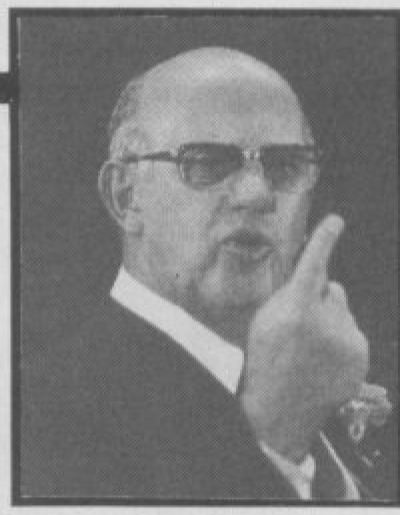
Well I cleaned up the solder mess, and tried it again, but it was still totally dead.

So I gave them a ring as I was not very happy and got the smooth patter: "Well Sir, we don't have many unrepairable ones, but we only allow half an hour on diagnosing faults as anything more than that is not financially viable. And it is tested on the most up to date test equipment . . ." (an Avo, gas-powered soldering iron, and bolt cutters one presumes). And as to the cutting of the video link and the leg of the Z80, that was to aid diagnostics: "Some of the unrepairable ones we return have cut tracks and IC's missing."

So it seems I was the lucky one as at least it still looks like a Spectrum.

M E Grant
Lee-on-the-Solent
Hampshire

● *Sounds very suspect. Anyone else had bad experiences with repair firms? If so, please drop Letters a line telling us what happened, and which firm it was*



Why have software prices risen so sharply over the last couple of years? I mean I can remember software being about a fiver, now they've shot up to eight or nine pounds. Is it any wonder people are now turning their backs on full price software and buying budget?

Patrick J Downes
Pontypridd

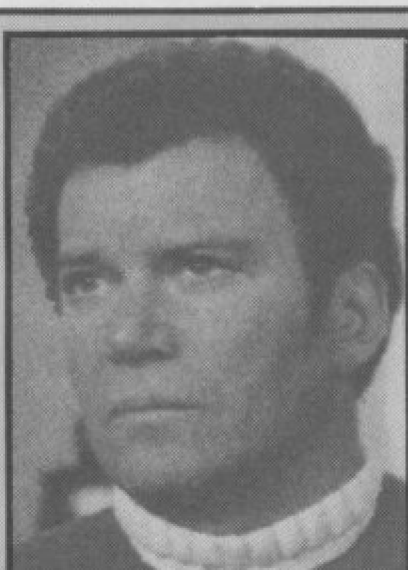
● *Why does Alan Sugar have a beard? Why does everyone at Amstrad have a beard? Good questions, huh?*

Will Elite release its Ikari Warriors**? Will Beyonds'** Dark Sceptre **or** Star Trek **ever see the light of day? Remember the** Street Hawk **fiasco? (Could we ever forget it?)**

The point of all this is: Why do software companies still waste their money on needless advertising up to a year before a game is finally released?

And whatever possessed me to compose a letter consisting entirely of questions?





Will you print it?

Adnrew Biswell
Chessington
Surrey

PS Why not send me Head Over Heels**?**

PPS Anyone remember Doctor Who – The Game**? Is it still 'completely finished'?**

● *To take the searing questions you pose in order: Supposedly. Supposedly. Yes. Usually when that happens it's an expensive cock-up. Don't ask me. I doubt it. No. No. Who cares. Whatever possessed me to compose an answer consisting entirely of answers? Ooops!*



I wonder if I have literary BO (I would be obliged if you would tell me so I do not waste any further postage, paper and time).

In my last letter I asked a very civil question ie what is the capacity of the 3 inch Amstrad disc? It is very important in deciding on which computer to uprate to. I also asked how this compared with a 3.5 inch Amstrad 1500 disc and a standard double sided 5.25 inch disc? I cannot see that the answer to such questions would cause any embarrassment?

E W Holland
No address supplied

● *Dear Mr No from Holland. It's not that you've got literary BO – it's just nobody knows where you're coming from (Ha, er, ha – Ed). The answers: Amstrad 3 inch: 176K per side. 3½ inch: typically 400K total. 5¼ inch: typically 360K total.*

It happened about twelve months ago. I was walking down the road, you know as you do when I passed it. That shop. My heart beat faster, shall I or not, yes or no, I turned away, but my mind said go back, go back. I did. I stood outside shuffling my feet, hands in my pockets playing with my small change (no pun intended). Beads of sweat formed on my brown: you've got to, it's now or never, I told myself.

I walked through the door, the man behind the counter glanced at me looking up from *The Sun*. The ends of his mouth curved up into a knowning grin.

I pretended I didn't see and headed for the shelves. My God, it's here. A lump came to my throat, my hand reached out and I grabbed the magazine in my sweaty palms.

Putting the money on the counter I quickly walked out. When I got home I wasn't disappointed. Alone in my bedroom I flicked through the pages.

Since I bought that March 1987 issue of SU I haven't read another computer mag.

Ian Charlesworth
Newport
Gwent

● *There are clinics that can now treat your condition*

The anticipation of intoxicating power was just too much! Excitedly I picked out Poke Card Number 18, and I typed furiously before loading Paperboy**. Imagine my surprise! INVINCIBLE you promised; *INVISIBLE* I became! My eyes couldn't believe it, my jaw hit the ground with a thud! My Paperboy must have drunk some magic potion! My lives dwindled, as blindly I steered into houses, cans and whatever dangers lay in my path, and finally I died. SOB.**

Next – by carefully retyping, like a phoenix form the ashes, I restored myself to invincibility; a super-Paperboy (well girl really!), the best in the neighbourhood. Sanity restored (well almost!)

Thanks for the Poke Cards (grovel, scrape). They were excellent.

Hazel Ann Davies
Pontypridd
Mid-Glamorgan

● *Don't forget to send off for the one's you're missing.*



I claim to be the first person to have completed Bulldog's brilliant game, Feud**. I completed it on the 25th of March, a whole two days before Lawrence Hurley!**

Stuart Higgins
Rossendale
Lancashire

● *Big deal! Read on . . .*

Lawrence Hurley claimed to be the first person to complete Feud **by Bulldog. I have beaten him but I might not be the first. I completed it on Monday 9th March.**

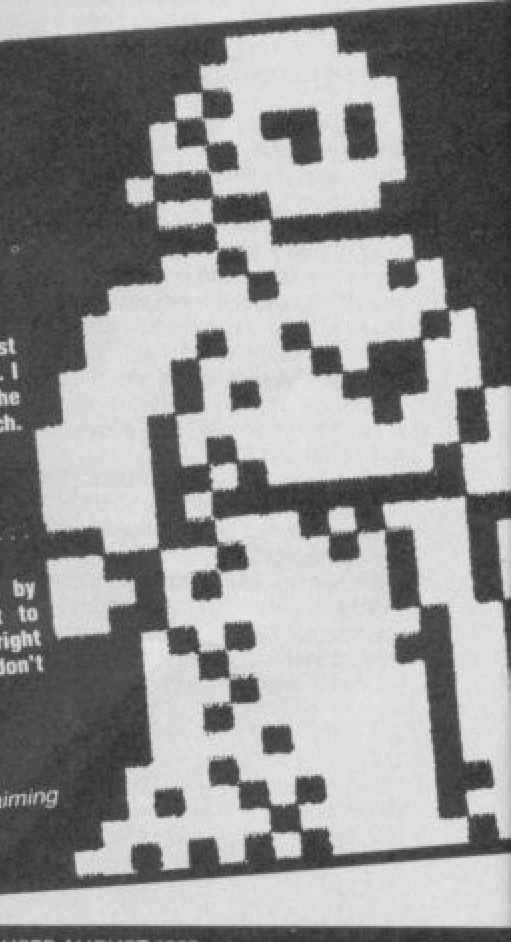
Darren Seal
Bromley
Kent

● *You may indeed not be the first . . .*

Can Lawrence Hurley be serious by thinking that he was the first to complete Feud**? I finished the game right at the beginning of March and I don't claim to be the first.**

Alistair Duke
Brockworth
Gloucester

● *What exactly is it you're claiming then?*




THE FOX IS BACK!
S·T·A·R·F·O·X
AVAILABLE ON
SPECTRUM £8.99 COMMODORE CASS. £9.99
AMSTRAD CASS. £9.99 AMSTRAD DISK £14.99
COMMODORE DISK £12.99
REAKTÖR

EXOLON

If **Exolon** were a car, it would be a Plymouth Roadrunner. If it were a place it would be Nebraska, if it were a gun, it would be a ·44 magnum. Or in other words **Exolon** is, without doubt, the best game to appear on the Spectrum for ages.

Having misfired fairly wildly with **Gunrunner** – at least that's what I thought, nobody else seemed to agree with me – Hewson has tried essentially the same formula of a lone figure, working his way from the left to the right of an alien world, annihilating everything in sight.

But this time, though, everything falls into place with outstanding precision. Every element is tuned to the perfect degree of speed, difficulty, frustration and excitement.

Though largely unimportant, the idea of the game is that you play Vitorc, a heroic warrior who must penetrate deep into the enemy defence system and blow it all to bits.

HINTS AND TIPS

- **Gun Emplacements: Time your approach carefully. After the implacement has fired once, run forward a short way and duck. Continue this pattern until you are near enough to use a rocket.**
- **Missile Bases: Try and get on to high ground. Then, when the missile gets near, drop down. It won't be able to home in on you quickly enough, so you have time to launch a rocket before the missile comes on to the screen again.**
- **Double-barrelled Rocket Launchers: Run at them firing. Duck down every other step in order to shoot the low-level rockets.**
- **Plungers: Timing is essential. Run right up next to one and wait for it to pop up. Then, immediately it goes down, run like crazy.**
- **Aliens: They all follow strict patterns, and can therefore be avoided to a large degree**



This is – as if you couldn't have guessed – a lot tougher than it sounds. Every screen has a collection of aliens which make life remarkably hard. These usually take the shape of balloon-type things which float across the screen in fluctiating and very unpredicatable sine-wave patterns. They can be wiped out pretty easily by leaping into the air and firing continually, spraying the screen with laser bolts: but since you've only got 99 shots in each magazine – and if you run out, you'll have to wait 'til you reach the next ammo dump before you can defend yourself again – that's not as good an idea as it first seems.







SNAP VIEWS

Gareth: Woooooo! Don't touch that dial
(The Mad Celt)

Graham: Best arcade game this year

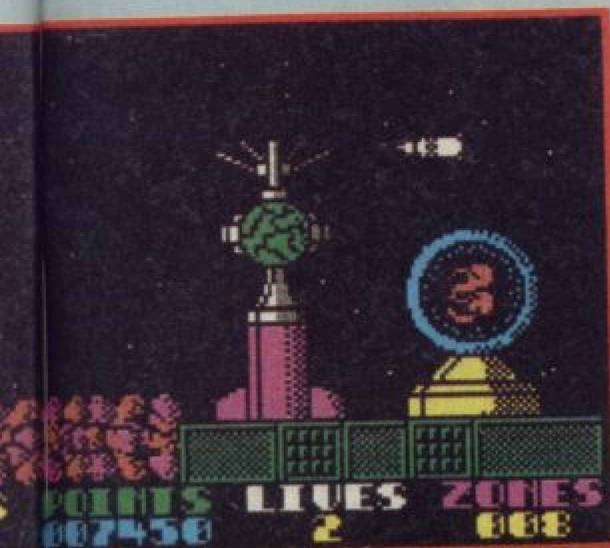
SINCLAIR CLASSIC USER

Tamara: I liked killing the baby alien best
(The Petulant)

Lou: It's brill. I'm shooting, I'm shooting
(from the other department)

Dave: No attribute probs and the craziest explosions this side of Nebraska
(It was great but can you write it again)

Larger constructions like missile pads, radar towers, missile guidance systems – each beautifully detailed and graphically big – and suchlike can't be destroyed with laserfire. Instead, you have to employ the innocent looking back-pack that Vitorc carries around. By holding down the *Fire* button for a couple of seconds, you'll loose off one of your rockets. It will shoot off, leaving a wonderful colourful jet trail behind it, and when it



FACTS BOX

Superb. The best game for ages. All death and destruction on a ludicrously grand scale. Buy this game now

EXOLON
Label: Hewson
Author: Raffaelle Cecco
Price: £7.95
Memory: 48K/128K
Joysticks: various

Reviewer: Jim Douglas

★★★★★ ★★★★★ 10

finds a target, you'll be treated to an explosion of truly stunning proportions. Pieces of exploded objects fill the screen as the tower/missile base etc is destroyed.

Exolon follows the path set by **Zynaps** in using colour throughout. Attribute clash, while present, is hardly noticeable, and it's so great to see things in more than two colours for a change.

There are 125 levels in all, and its going to take someone with a damned sight more skill than anyone at SU to complete it!

To help you along, though, a strong exo-skeleton can be found somewhere on one of the screens. By climbing into it, you'll be protected from most attacks and you'll also be endowed with amazing double-firepower. When you've got the suit, you become almost invincible. Crashing into aliens will still kill you, though.

At the end of every twenty levels or so, you will move to a bonus section, where points are awarded for taking the most dangerous route through the game. Also, you get to score a couple of thousand points on a quick-reaction mini-game.

You start off with ten lives, and you'll need them all if you are going to make it through.

ARCADE REVIEW

Making it to Screen 25 was considered a serious achievement at SU and **Exolon** produced more squabbles over who's turn it was next than any other game so far this year!

Exolon is superb – no question. Its graphics, gameplay and sheer excitement make it a genuine joy.

Destined to go down in the annals of computer games along with **Manic Miner**, **Lunar Jetman** and **Knight Lore**. Superb■



TOUGHER OBSTACLES



● Laser beam running from the top of the screen to the bottom: you can knock this out by firing continually at it, but be careful to avoid any on-coming aliens

● The rocket launcher which is often placed at an awkward height – maybe at the top of a verge or something – it fires countless rounds at you: because you can't blow it up, the only way to defeat it is to run directly at it, shooting down the rockets as they come, 'til you get to the other side of its barrel. Completing this maneouvre incurs major bonus points.



CARTOON'S MOST ELUSIVE CHARACTER HAS FINALLY BEEN TRAPPED.

ROAD RUNNER*

THE ARCADE SMASH HIT THAT RECREATES THE SPEED AND EXCITEMENT OF THESE CLASSIC ENCOUNTERS.





Young or old, whatever your age everyone enjoys the antics of the cunning Road Runner as he baffles and bemuses poor Wile E Coyote. Or does he?...

This is your chance to really find out as you take on the role of Road Runner in this comic, all action extravaganza that recreates these nail biting chases and the fast moving excitement to perfection. Speed through canyons and along the highways following the trail of birdseed left for you to feed on (is this the first trick???) Dodge your way round the onrushing trucks keeping an eye out for the perilous mines and feather ruffling, leg busting oil slicks. What dastardly plans has the sleazy Wile E Coyote got in store for you as he lurks in hiding, cowardly awaiting his moment to enjoy a succulent roast of "Road Runner and French Fries".

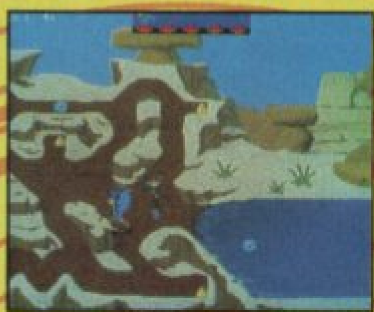
We're sure you'll overcome all the dirty tricks he can throw at you with ease, agility and grace and a haughty "Beep Beep". Overcome them that is if you've got nerves of steel, the reflexes of a wildcat and the speed of the fastest bird on two legs, otherwise its sorry, goodnight and "Burp Burp"!!!

CBM 64/128 TAPE **£9.99** DISK **£14.99** **ATARI ST** DISK **£24.99**
SPECTRUM 48K TAPE **£8.99** **AMSTRAD** TAPE **£9.99** DISK **£14.99**

ATARI GAMES

© 1986 Warner Bros. and Atari Games Corporation. All rights reserved.
*Trademark of Warner Bros. used by Atari Games Corporation under license.



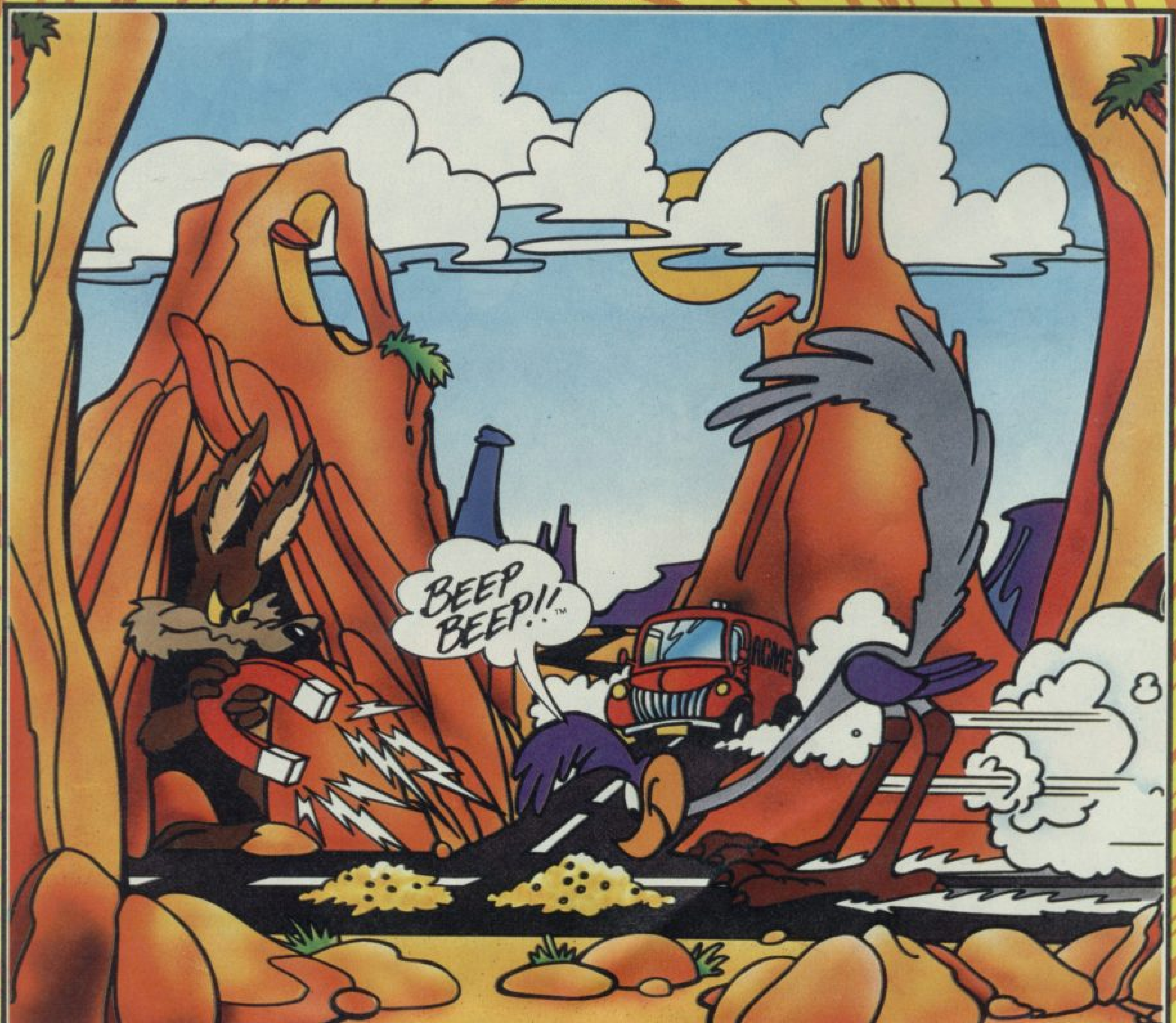




SCREEN SHOTS FROM ARCADE VERSION.

U.S. GOLD All American Software®

*U.S. Gold Ltd.
Units 2/3 Holford Way,
Holford, Birmingham
B6 7AX.
Tel: 021 356 3388.*



CLASSIC MOVES

SENTINEL

"Someone's watching you. And it's not very nice as the sensible thing to do is to get the hell out of there and get somewhere else as quickly as possible. Why is somebody else watching me and why don't they go away?"

The Sentinel **is one of those games which induces extreme paranoia in all those who play it. And because we at SU don't like to think that our readers are suffering unduly, we're going to tell you how to get away from those inquisitive little things on the screen.**

Yeh. Sinclair User in conjunction with Software Creations proudly present: How to Get Away from Nasty Things P.D.Q. or Hints and Tips on Winning at The Sentinel.

First off, and all importantly, check out your surroundings. Suss out those important little squares which you think you'd like to move to. While you're doing this, remember to count how many times the screen scrolls, 12 times and you've come complete circle and you've seen everything. You can stop getting dizzy now.

It's quite often at this point, just when you're feeling confident, when you're working out what your next move is going to be, that The Sentinel turns round and gives you one of his infamous



hard stares. DON'T PANIC. (Repeat. Do Not Panic.) All you have to do is get on to one of the square tops that you saw on your way round. And that's done by remembering where the closest square is. If you've gone more than half a circuit carry on in the same direction. If you've done less than half a circuit, go back the other way. This simply allows you to get there more quickly. (One circuit is 32 scrolls, half a circuit 16 scrolls, and so on.)

Always try to defoliate the landscape that you're on. That way, you'll end up with the maximum amount of energy and you'll be able to skip some of the following landscapes.

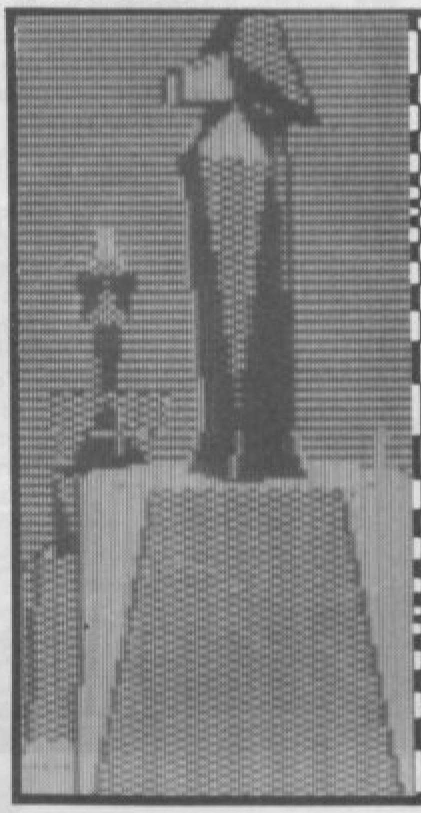
You have five seconds after The Sentinel has seen you before your energy starts to drain. So if you move quickly enough, you won't lose your energy. Don't forget to change out of cursor mode which loses you energy and height anyway.

As soon as you move, absorb your old defunct robot. If you don't, more than likely The Sentinel will.

Watch out for the screen gauge going fuzzy. This usually means that a nearby tree is going to turn nasty. Absorb it, or move to another square where it won't be able to smell you. (Do trees have a sense of smell?)

Always try to absorb more than one object at a time. That way, if you're doing a bit of energy zapping at the same time as The Sentinel, you'll get the energy before he does.

Always give yourself as much room as possible to move in. If you find yourself very close to a tree, move to another square. You don't have to waste time waiting for its base to come into view if you're too close. It's far easier to transport to a different square.



When you move, pick the highest point possible. Whenever you can, build up that square by heaping boulders on it.

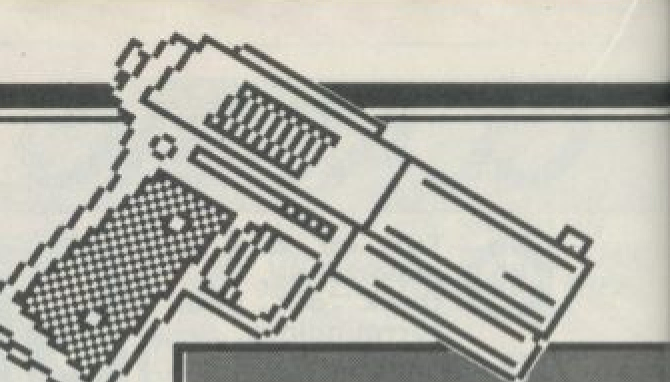
Finally, if you really can't get through one particular landscape, then go back and do the previous one. You ought to end up with more energy than before, and you'll be able to skip the landscape you found impossible. ■



An assortment of clever little codes for various landscapes that you might like to try ▼

LANDSCAPE	CODE	SENTRIES
0671	82170198	1
1376	84852396	2
1498	15442368	3
1976	97684696	4
0091	98825894	5
1143	01852469	6
0978	97118199	7

THE BIG SLEAZE



The **Big Sleaze** is the whacky Fergus McNeils' latest adventure.

It's got to be said. I wasn't too happy with his last one, **Murder off Miami** which, apart from an awful bug in the first batch of tapes which made it impossible for the player to get out of the first location, could have made a lot of the original Dennis Wheatley packaging which was only hinted at in the final release.

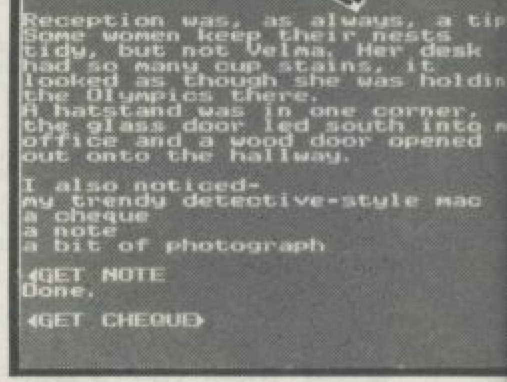
Anyway, on to the new one. As you'll know from the ads, this puts you into the soft shoes of one Mike Spillade in a hectic romp across the Big Apple, the Big Sleaze, New York New York. And you're on a case, working for one Miss Jane Doe whose had some photos of hers stolen. The pieces are now scattered around the city and she wants you to get them back for her.

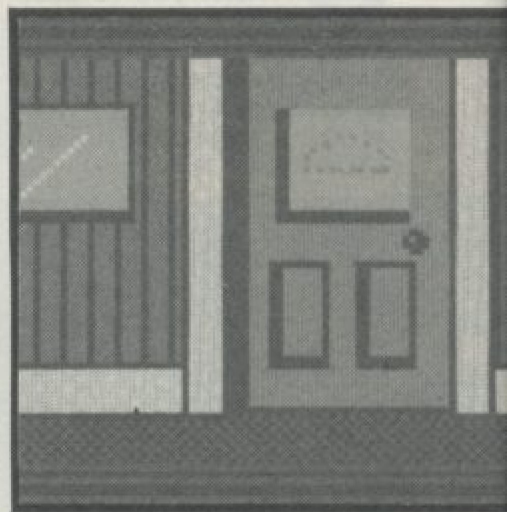
Anyone who has managed to stay awake through one of those black-and-white private eye movies of the '40s that Channel 4 is always showing (usually with Kirk Douglas or Robert Michum) will recognise the kind of plot. That means automatic mode with lots of old cliches gleaned from dozens of Spillane/Chandler/Hammett pulp paperbacks.

The difference is that McNeill can't handle this sort of parody with anything like the success of his fantasy pastiches such as **The Boggit** and **Bored of the Rings** – Mickey Spillane himself was the supreme parodist of the private eye novel, and his premier position is completely safe from such as Delta 4. But what's the adventure like? Well, McNeill has always been better on atmosphere, scene-setting and humour than on the sheer intellectual content and brain-twisting of his puzzles (although these can be quite frustrating in their own way).

I'm afraid to say that here you won't find much atmosphere, while the humour is sub-three year old, relying in large part on rib-nudging 'jokes' concerning pink piggy safes with keyholes in very strange places and yawn-inducing routines about the deeper meaning of 'private dick'. I shouldn't think even Delta 4 managed to raise a smile at this lot!

Starting off in your office, you must find a way to break into your own safe (crazy as it seems), then hang about waiting for someone to come in and drop a note, and then wander out into the street and to your heap of a car. In this you





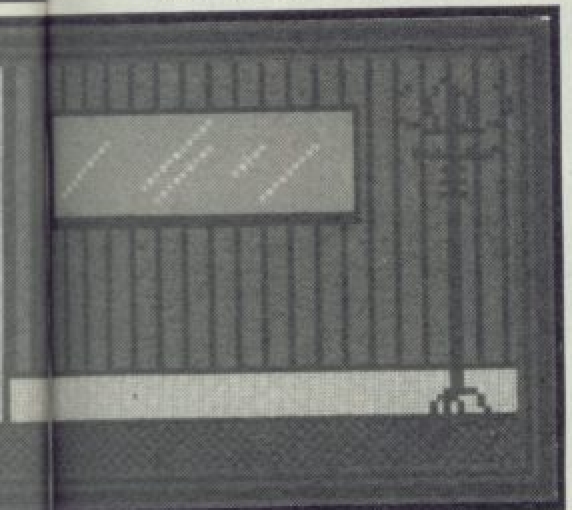


can drive around the Big Apple to other locations (though Delta 4's New York doesn't coincide too closely with the real world – who would get to Queens, about a mile to the east of New York via Jersey City, some 10 to 15 miles to the south-west?)

The adventure puzzles are pretty abysmal, particularly by Delta 4's usual high standard, most of them consisting of such routines as "Go North/The door is locked/Unlock door/OK/Open door/OK/Exit/OK" and so on.

Surely we deserve more than this after all these years?

The illustrations are OK, and the layout is easy on the eye,



FACTS BOX

Fergus McNeil meets Chandler and gets badly mauled. Lacks his main trademark – it's not very funny

THE BIG SLEAZE
Label: Piranha
Author: Delta 4
Price: £9.95
Memory: 48K (multiload)/128K

Reviewer: Tony Bridge

★★★☆☆
★★★☆☆ **6**

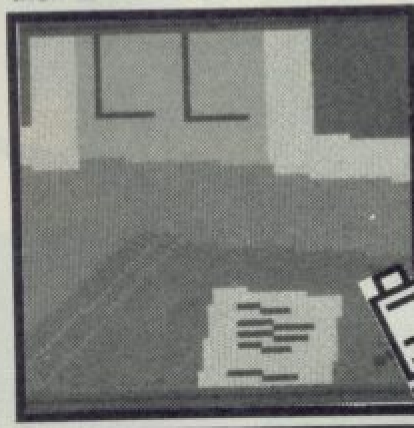
though like **Miami**, the layout shouts **Quill**. **Colour of Magic** saw Delta 4 pioneering a more imaginative approach, which it seems to have lost in all departments.

Ram *Save* and *Load* are available as well as all the usual facilities we expect from a top-flight **Quill**'d/**PAW**'d adventure (probably the first incidentally), and this is only to be expected with Gilsoft adding its weight to that of Delta 4.

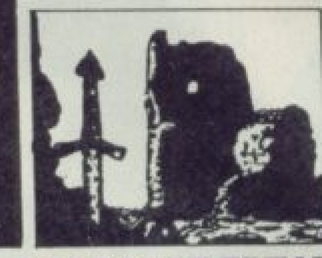
Help is dynamic, in that the response to the command changes as circumstances dictate. The adventure doesn't, however, recognise such a wide range of commands as usual, and certainly doesn't exhibit the usual special brand of wierdness that we've come to know and love from previous Delta 4 stories.

Even though its big – there are three parts to this story in true Delta 4 fashion – and even though there is the third *Sceptical* (the first program designed as a Worker's Party T-shirt) as a bonus, £9.95 is just too much for this latest McNeill offering.

I fully expect to see Delta 4 recover from it's recent loss and come back to deliver something more like their usual brilliance. Fergus is a pretty resiliant chap and capable of great things. **Big Sleaze,** however, isn't one of them■



ADVENTURE



REVIEW

HINTS AND TIPS

- **To start the car, just make the right connection!**
- **To open the safe, make the piggy very happy.**
- **To read the note, just 'decode' it.**
- **Examine everything (but you should know that!)**



MASTERS



ARMY MOVES – YOU ARE ONE OF THE ELITE – A HANDPICKED, CRACK TROOPER IN BATTLE AGAINST A FORMIDABLE ENEMY. YOU'LL NEED ALL YOUR SKILL TO TAKE ADVANTAGE OF EVERY SITUATION, STAMINA TO KEEP ON GOING WHERE OTHERS WOULD FAIL AND COURAGE TO FACE THE CEASELESS BOMBARDMENT BY ENEMY TROOPS, HELICOPTERS AND ARTILLERY AND IF YOU SURVIVE **ARMY MOVES** YOU'LL HAVE SOME GREAT TALES TO TELL! £7.95





d Micro
STERS

ARKANOID – *THE* BLOCKBUSTER! SCREEN AFTER SCREEN OF ONE OF THE MOST ADDIDICTIVE ARCADE GAMES EVER! IT'S TRUE TO THE ORIGINAL WITH SHARP GRAPHICS AND PLAY FEATURES SUCH AS LAZERS, CATCH AND HOLD, ELONGATOR AND MUCH, MUCH, MORE. THIS IS **ARKANOID** – THE **REAL** THING! £7.95

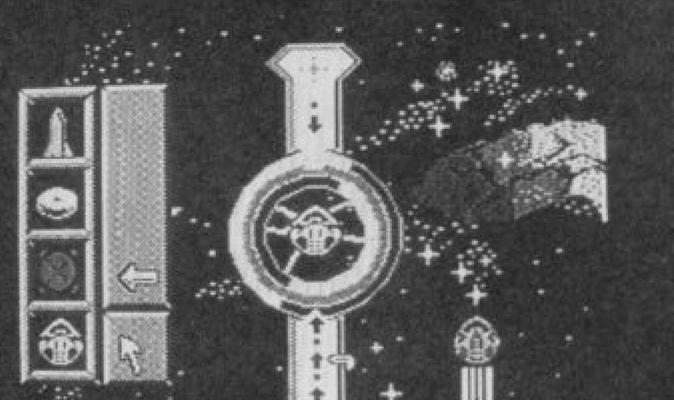
ENTRAL STREET · MANCHESTER · M2 5NS · TELEPHONE 061 834 3939 · TELEX 669977

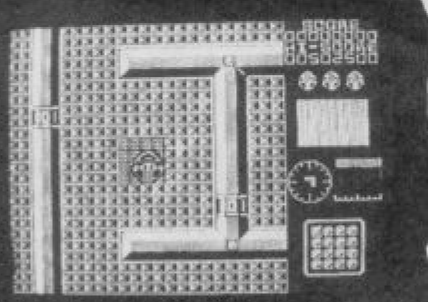

SINCLAIR
user


KELIN.
MAG MAX
"Nice fast blast with lots to destroy"
Poster No 6
August

Mutants!

An odd one this. Odd to play. Odd design history (Denton Designs thought up the idea but Choice Software programmed it) and odd concept. You blow away mutant germs with the good ship Rainbow Warrior. The germs are the result of weapons research by warmongering bad guys. The Greenpeace connections are obviously intentional which must make this about the most right-on game plot ever.





Like many Denton Designs game ideas this is a weird one. It is a good twenty minutes or so, even after reading the instructions, before you get the faintest idea what's going on. In fact the closest comparisons I can think of for the game are all by Jeff Minter – well known creator of bizarre plots.

After much reading and re-reading of the instructions I figured out it works like this: you select a region to enter, in each region is a germ species and an object you need to collect. If you get all the objects from 15 quadrants you can then take them to yet another section which is a sort of maze affair – somewhere in the middle of it is a sort of assembly plant where all the objects are assembled and you get to enter the next bit.

Getting each bit of the object means getting past the germs. This requires a bit of dextrous joystick juggling and the correct selection of weapon. There are three to choose from – laser-type things, bomb-type things and space mines. The problem is with some of the germs you have to choose the right weapon or. . . well you're going to look pretty silly and not save the federation.

The actual germ attack bits are the key to the game. Making the aliens an 'abstract' concept like germs means you can get away with all kinds of pleasing graphic effects and weird technical stuff. Some of the germs look like the night sky over Eastbourne, others look like comets and some look like second-rate laser shows. (Actually all of them look like out-takes from **Colourspace,** possibly Jeff Minter's most psychedelic game ever.)

Some germs sort of explode at you, others weave web-like patterns around you, some just sort of run at you. The end result is usually death. You can teleport between regions at will simply by finding the landing pad – so if you choose the wrong weapon – and haven't died yet, you can have another try.

It all looks quite nice – the germs are quite entertaining in a cosmic sort of way and there are icon-select systems all over the place.

The snag is actually the game doesn't hold the interest for long.

There is more to addictiveness than pretty patterns, but pretty patterns are all you'll find here■

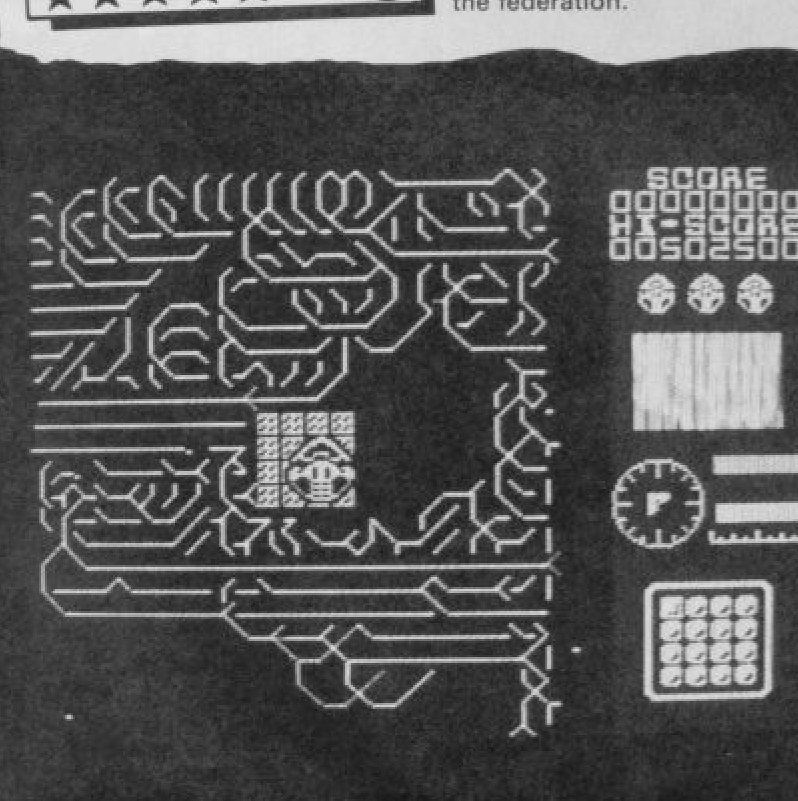
FACTS BOX

A touch of originality here and there and quite pleasing to look at but not, in the end of lasting interest

MUTANTS
Label: Ocean
Author: Choice Software
Price: £7.95
Memory: 48K/128K
Joysticks: various

Reviewer: Graham Taylor

★★★☆☆
★★★☆☆ **6**



TRIAXOS

Triaxos. Just about the meanest, nastiest, highest-securitiest prison complex in the galaxy. And you've got to go there and break somebody out. Because he's the only guy who knows how to operate the most powerful weapon ever made, and you need the information before the enemy get it.

So you are transported on the complex and you've got thirty minutes to get the hell out of there with the prisoner. But there's an additional problem. The other side have got a dastardly mind probe (remind you of a certain scene in a certain hugely popular SF film?) and it's arriving in ten minutes to extract the info in the most unpleasant way possible. So the race is on.

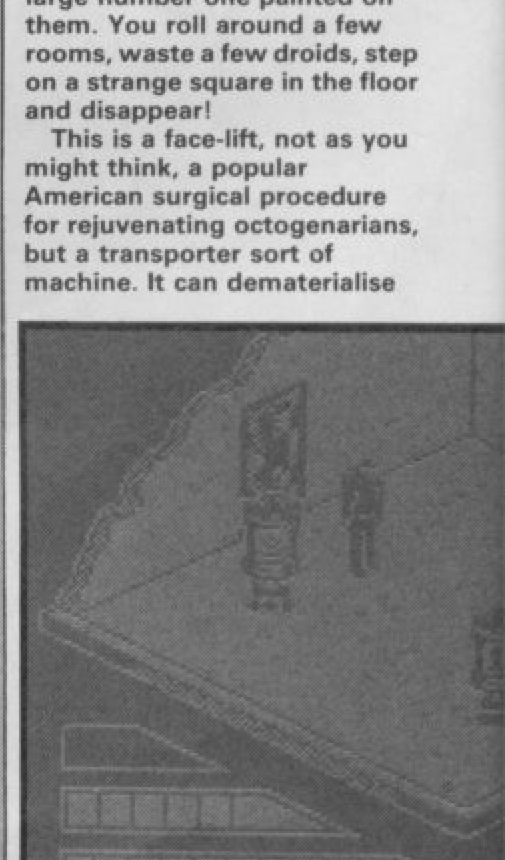
At first glance, Triaxos appears to be just another 3D room game, and a pretty dull one at that. But stay with it. There's a lot going on.

It has all the popular elements: walk about a bit, fire at things that fire at you, fire at things that don't fire at you, pick up things and rescue people.

But it's not an easy game.

Triaxos is set up as an enlarged Rubik's Cube sort of thing. You begin at the air lock and take out a few grade i droids, recognisable by the large number one painted on them. You roll around a few rooms, waste a few droids, step on a strange square in the floor and disappear!

This is a face-lift, not as you might think, a popular American surgical procedure for rejuvenating octogenarians, but a transporter sort of machine. It can dematerialise



ARCADE ★ REVIEW

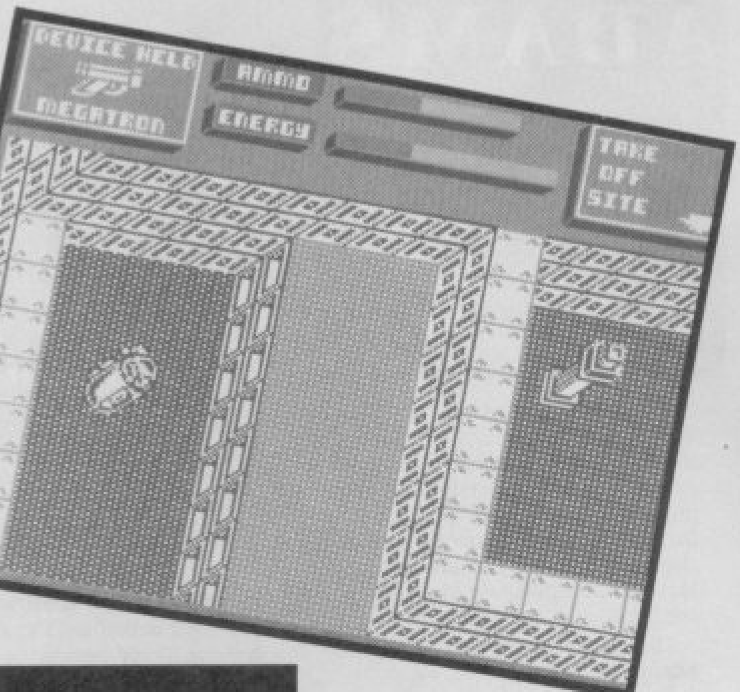
THE FINAL MATRIX

Latest out of Gremlin's goodie-bag is **The Final Matrix**.

After **Thing Bounces Back**, which was fast, furious and complex, **Matrix** is more trundle-ly (huge sighs of relief all round) but damn near impossible.

Why, you may be asking? Well, here's the basics first. The Bioptons are small, cute and metallic. Returning from a space outing, several Biopton's found themselves hi-jacked by the mean old Cratons, and carted off to the sinister prison complex, the Matrices. Rubbing their hands with glee (or whatever the Cratons have that pass for hands) the Cratons informed the Bioptons that there was no hope, that the hostages would be assassinated in 99 aeons (approximately 99 earth minutes) and there was nothing they could do about it.

Wrong. Enter Nimrod, the bravest Biopton of them all, who volunteered to beam down on to each of the Matrices in turn and rescue the good guys whilst wasting the bad guys,



So there you have it. A 3D prison-complex-room-game, seek and find, kill the bad guys, collect the hostages, get the hell out of there. No sweat. But there is. Because this game is weird!

Probably the most weird thing about **Matrix** is what should be the most simple thing, controlling the character of Nimrod. The sensation that you get is rather as if Nimrod is on ice – he carries on moving after you've let go of the joystick. Which makes life terribly tricky when he's balanced precariously on the top of a wall, with a whole heap of nasties underneath, just waiting for him to fall. A lot of lives get wasted just getting yourself familiarised with the controls.

Visually, **The Final Matrix** is pretty nice. The sprites are large and clear, and Nimrod's antennae jiggle about very fetchingly as he trundles along. The three-dimensional aspect of the game is beautifully drawn. As well as moving up and down and side to side, Nimrod can climb walls.

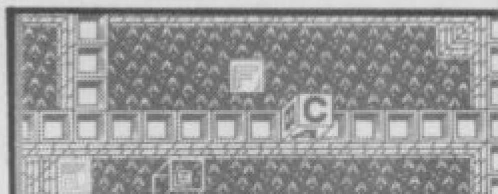
And are there lots of Cratons! They're just so mean you wonder if they had an unhappy childhood or something. They follow Nimrod about, shooting deadly laserbolts at him, and aren't very good at dying. And the danger doesn't stop there. As well as the guards, there are wire-frame beasties which mirror Nimrod's every move, pushing him into corners. There are disruptors which shoot across the screen and knock everyone off course. There are mines, which result in immediate and severely debilitating death. And there are squares which sap energy, squares which catapault you back in the direction you came from . . . etc etc. . .

To help Nimrod (you mean he gets help?) there are blocks to push about and hem the Cratons in, energy replenishing squares, ammunition-replenishing squares and armouries where he can change his weapons. There's also a TV monitor which allows him to scan the area and see how many guards and traps there are around the place.

You have only a limited supply of ammunition and energy, and there's no indication as to where the replenishing squares are.

You use up a fair bit of ammunition killing just one Craton, and on even the simplest Matrix there are at least four guards. Strategy is all important, but it's terribly hard to formulate a good one when you can't see where you're going because the screen's so small (and that's a major flaw) and even if you could, you have no idea where the people that you're looking for are.

The only hint I can think of are to start on Pludos, which seems to be the easiest Matrix, and to keep at it.



The Final Matrix is obviously an impressive game, both visually and conceptually. But the gameplay is hard to cope with at first, and if you're someone lacking a lot of patience, then you might find that you get fed up with being dematerialised within twenty-five seconds.

Oh, and watch out for the black ice■

FACTS BOX

Visually stunning effort from Gremlin, but the gameplay is perhaps too complex to prove addictive

THE FINAL MATRIX
Label: Gremlin
Price: £7.99
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★☆★★★☆☆ 7

---

you, turn the room upside down, rematerilaise you, and thing take on a whole new perspective. The face lift is particularly useful when you materialise in a room with no apparent exits. Because then you can blow a hole in the floor, turn the room around, make the hole a door and just walk through into the next room.

A word of warning here. If you find yourself in a room without a face lift, you're going to have to jump through the hole. But if you can possibly avoid it, do. Because you might well blow a hole above another hole, fall through two floors and end up as a splattered mess. So take care.

Game play is, er, slow. It takes a good few seconds for a bullet to travel across the screen. But you have to think quite hard about which way to turn, so it's probably just as well that you aren't being bombarded from all sides.

Keeping a map to the rooms is a sensible idea, if you can do it while you're being turned around and materialised upside down. Drawing maps whilst standing on your head is a tricky business.

Triaxos is not going to win awards for being completely, brilliant, but it's a good solid sort of game, with a combination of cunning and brutal aggression necessary to win■

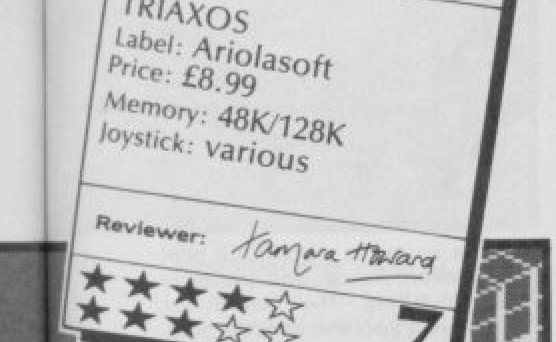
FACTS BOX

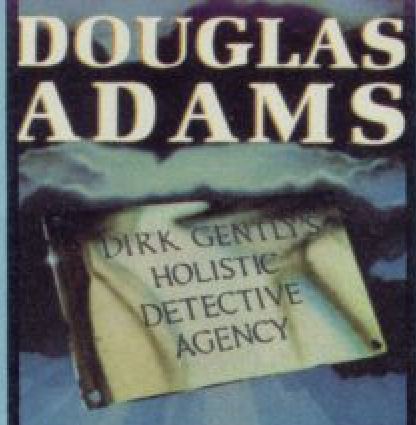
Rescue the prisoner against all the odds. Not the most dynamic of games, but the transporter idea is neat

TRIAXOS
Label: Ariolasoft
Price: £8.99
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★☆★★★☆☆ 7





ÖUTL

DOUGLAS ADAMS

Recently, those of us who survived the Vogon demolition fleet enjoyed a repeat of the series, *The Hitch Hiker's Guide to the Galaxy*. And now that we've all re-discovered, acquired or stolen a tast for Douglas Adams, the time is right for a new Douglas Adams' book.

Coincidentally (of course) there is a new Douglas Adams' book out. Amazing. And it's called, totally improbably (well improbability factor 999999 to 1), *Dirk Gently's Holistic Detective Agency*.

Yes. It would seem that Arthur Dent has bitten the Pan-Inter-Galactic Space Dust at last, and we have a new hero. Our new man is, as you've no doubt guessed, a sleuth. Only he's not very good at sleuthing.

The assignment which opens the book is the relatively simple one of finding a lost moggie. But instead of locating the puss, Dirk stumbles across two ghosts, a dodo, an electronic Monk and, ultimately, the secret behind the world's history.

All this is about par for the Adams course, and it's all done in the same, completely over the top weird style that we all know and are not the least bit tired of from the *Hitch Hiker* series.

Dirk Gently's Holistic Detective Agency is published by William Heinemann Ltd., and the hard back version costs £9.95. For those of you who would rather spend your hard earned dosh on a new game, the paperback will be out in a while, and will cost considerably less.

TAMARA HOWARD

KNIGHTMARE

Now *Dungeons and Draggons* has cropped up on TV in various guises, the best of which was probably the cartoon series which managed to be genuinely surreal and strange in places. (Despite the silly Unicorn.)

Hard to know what to make of *Knightmare* – the latest attempt to get D+D action on TV. Could be brilliant. Could be useless. It's certainly technological. The format is a game in which the kids battle their way through a series of Dungeons generated electronically by a 24 bit Spaceward Supernova (which is the best name for a computer we've ever heard).

Making the whole playing area computer generated means that the 'map' can be illogical and rooms can be connected together in totally strange ways. The team of four contestants is divided into one poor soul who stumbles through the electronic maze and three others who offer advice and attempt to solve the problems. It looks nice in the pictures anyway . . .

Transmission of the first of eight parts is September 7th.

GRAHAM TAYLOR



I AM NOT A NUMBER

Before there was **Miami Vice,** before there was **Star Trek,** before **A-Team** – there was **The Prisoner.** Now this cult TV series is back, revived in the form of Channel 5's best-selling budget videotapes.

Patrick McGoohan stars as the secret agent whose attempt to retire is rudely interrupted by the faceless leaders of The Village – a bizarre community where everyone has a number, not a name, and where the battle to obtain "information" becomes an allegory of the fight of the individual against the system.

Heavy stuff, eh? The TV viewing public certainly though so when **The Prisoner** was first aired on the ITV network int he 60's. The increasingly surreal battles of Number 6 against a series of antagonistic Number Twos,

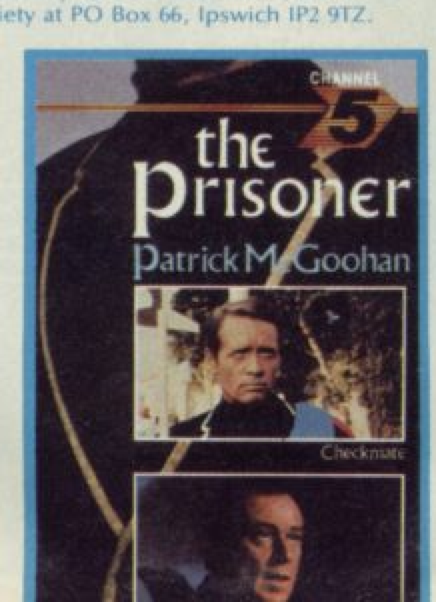




the bubble-like floating Rovers and the mind-crushing babality of village life caused viewers to switch off in their thousands. But those who persevered were privileged to see what could be regarded as a single brilliant art movie, rather than just another 60's spy series.

Channel 5 has now released twelve of the seventeen episodes, two episodes on each £9.99 tape. The latest titles are Checkmate/Hammer into Anvil and It's Your Funeral/A Change of Mind. All the tapes include the full unedited footage with credits, and are available from video dealers.

Channel 5 can be contacted at 1 Rockley Road, London W14, and Six of One, the Prisoner Appreciation Society at PO Box 66, Ipswich IP2 9TZ.



COIN OP OF THE MONTH

If you're after a game which offers brilliantly conceived graphics, crystal clear speech and superbly fast and addictive gameplay, then you won't go wrong with Sega's latest offering **Alien Syndrome**. For excitement and playability I'd give it ten out of ten.

Based loosely on the movie *Aliens*, you have to enter a spacecraft and work out some way to free the crew members who are tied up in some disgustingly sticky looking cord. The hostages are dotted around the room and guarding them are a bunch of man-eating aliens. The monsters squelch, slither and slurp around the room, changing form at will, mutating to produce replicas of themselves, closing in on you as the seconds tick away.

For protection, dash around to hidden cupboards around the room, shoot doors open and take your chance with the weapons offered.

A grid at the bottom of the screen shows how many hostages have to be freed and ticks away to show your progress as the game develops.



The sound is among the best I've ever heard and is truly bloodcurdling. The two player game has you and another player controling a man and a woman and the authentic shrieks of agony especially from the woman – are awesome.

TOP TEN COIN OPS/AUGUST

1	Double Dragon	Taito
2	Out Run	Sega
3	Road Blaster	Atari
4	1943	Taito
5	Flying Shark	Taito
6	Rolling Thunder	Atari
7	Psycho Soldier	Capcom
8	World Wars	Taito
9	Combat School	Konami
10	Rastan Saga	Taito

This list is compiled witn the help of one arcade in London's West End, and is not necessarily the case country-wide. Thanks to John Stergides of Electrocoin.

LANDS





HE MAN

If you like the idea of watching grown men run around wearing small Y-Fronts with leather belts and not a lot else, if you're interested in people with pretty impressive pectorals, if bulging biceps are your cup of tea, then read on. You may find the next piece of information of some small use.

He Man and the Masters of the Universe are big on pectorals. They run around being heroic and muscular and getting one over on the baddies every episode. They're all characters in one of America's most popular cartoon series. And because of that, someone has decided to do a film version with real cartoon humans.

Mattel, who manufacture *He Man* toys, have actually given Dolph Lundgren (ex-Grace Jones boyfried) a pair of plastic knickers and a weight lifter's belt and built him a lifesize Castle Greyskull to run around and be heroic in.

He Man and the Masters of the Universe the film looks like being very successful in the good ol' US of A. So by the time it comes over here at Christmas time, we'll all be in a frenzy of excitement.

And what's the betting that the battle is already on for the film licence, with some smart software house already turning Dolp into just about the biggest sprite you've ever seen.

TAMARA HOWARD



SMART READING FOR HIP KIDS

OK, so we've established that you've a pretty smart taste in reading material (ie you read **SU**) and therefore won't want to waste your money on any rubbish on the news-stands.

If you eye-ball music, fashion, films and vids, and have a spare 65p jangling around in your pocket, you could do worse than **SKY**. Every fortnight, it's glossy, professional and reasonably frothy. Writing styles somewhere between *Smash Hits* and *Film Review* (sorry *Sky*, it's true). Informed and browsable.

Underground, is a bit of a monstrosity. Branded as the essential red for the 'independent gunslinger', it's quite remarkably confusing. Blending a concentrated dose of info with some genuinely unsettling design concepts into a hotch potch of music/musak trivia, outspoken appraisals and obscure snippets. £1 occasionally . . .

Melody Maker used to be rubbish and it's now only a bit better. All Mainstream Music coverage, with interviews, news and other stuff. 50p weekly, tabloid. If you can keep ya lunch down reading reviews that say things like 'There no roof to their sky, and the ladder is legless' or 'Bad Brains curved the air and sucked the cerebellum clean tonight . . .' then it's an essential purchase. Otherwise, it'll drive you round the twist.

Viz, which is completely splendid and also utterly disgusting, is also a comic. For a mere 60p every other month you can read about Victor Pratt the Stupid Twatt, Roger Mellie the Man on the Tellie and the Pathetic Sharks. Sharp parodies of every strip you've ever read. Excellent the first time.



FSM is a funny old mag. As Britain's first Open Access magazine (whatever that may be) it invites (unpaid) contributions on all topics from housesharing to fashion to money to perverse bonking habits. It's largely unsatisfactory, and incorporates more-miss-than-hit humour while trying desperately to be right-on.

Oink! fortnightly and 35p is diluted *Viz*. Colourful and based entirely on pigs, for no apparent reason. Tries for surreal, but is certainly silly.

Kerrang! is *the* mag if you're into anything heavy music-wise covering bands with names like Guns and Roses, Faster Pussycat and Sacrilege an Heart. If you've a penchant for magazines which spell words like 'records' "Rekordz", this will suit you down to the ground. 90p every fortnight.

2000 AD's an essential purchase for any homeboy hobby terrorist into a bit of zapping up yuh fat bastid perps for 28p per every seven daze. Colour and b&w too with Dredd and the boize of olde.

JIM DOUGLAS

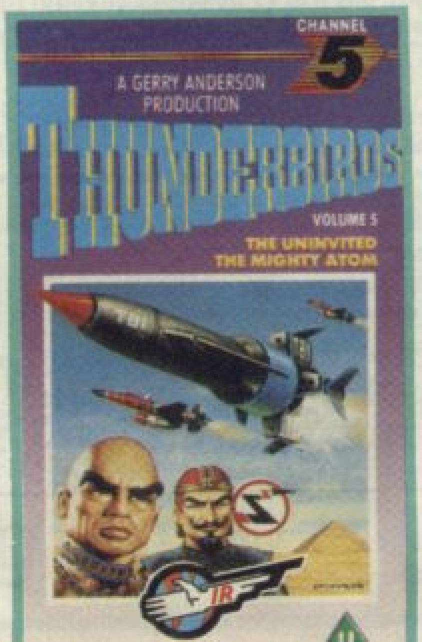
THUNDERBIRDS

Thunderbirds are go! (But Spectrum is green.)

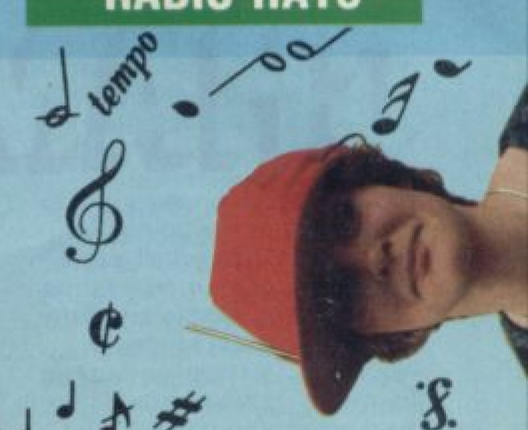
Those stars of the small (very small) screen are back, strings and all, in the latest bunch of video releases from Channel 5. Gerry Anderson's revolutionary science-fiction series, has never lost its popularity. After a test run of several episodes out on video last year, budget kings Channel 5 realised that the meddling Tracy family, with their fabulous Thunderbird machines (although Thunderbird 5 was a bit naff and boring) and their self-appointed mission to rescue those in peril in the world of the 21st century, still made compulsive viewing. Now they're up to volume 5 of the Thunderbirds video, with three episodes on each tape at £6.99.

Fans of Anderson's work will be delighted to know that a new pilot movie, *Space Police*, is being shot as a follow-up to the disappointing *Terrahawks*. The fan club Fanderson can be contacted at 147 Francis Road, London E10.

CHRIS JENKINS



RADIO HATS



First the ghetto blaster – then the Sony walkman – and now – THE RADIO HAT! This latest development in high-technology sound puts your music right where your ears are – on top of your head.

For the ultimately lazy, the Radio Hat removes all the fuss and bother of strapping the faithful Walkman to your mighty girth and clanking about with loads of cassettes, spare batteries.

The Radio Hat is available in four colours, black, white, red and blue, and there's a pondside version for fishing fans in the form of a round-brimmed fishing hat. For those who opt for the baseball version, there are currently two ways of getting hold of your very own personalised Radio Hat (personalised in the sense that after a few hours use it has you very own ear wax on it). A) nip down to Harrods, the Virgin Megastore or other prestigious London retailers and hand over about 18 quid for one, or B) enter our ridiculously easy competition and get one of five Radio Hats completely gratis.

THE COMPETITION

Just answer these three easy hat-type questions and send the entry form to the address below.

CLUE: All the answers are names of hats and end in -ER

1) It's tall, grey and cylindrical

....

2) It's short, black and rounded

....

3) It's short, circular and made of straw

....

Name..

Address..

....

....

....

Send to: Sinclair User Radio Hat Competition, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

The winners will be the first five correct entries drawn out of our giant-sized Radio Hat after the closing date September first.

I could never cut it as a baseball star. I just haven't got the steely-eyed busting-a-gut determination of the home-run players or the aim or skill of the pitcher. And God knows I haven't got the nerve to wear the outrageously silly trousers which are far too short and make your ankles look ludicrous.

Activision (via its US subsidiary, Gamestar) has kindly come to the rescue of the self-conscious among us, and released **Championship**





CHAMPIONSHIP

Baseball which enables you to enjoy most of the goings on that go on at a baseball game in the privacy of your own home.

The Championship bit of the title may suggest strategic elements in gameplay, but the Spectrum version includes no such options so anyone who fancied a bit of coaching will be dreadfully disappointed.

What we do have is a bit of pitching, a bit of batting and a bit of fielding – either one-player against the computer or two-player with a friend. The screen shows a large animated character on the right-hand side of the screen, with the pitcher a little way into the distance. The left of the screen shows an overview of the playing field, with little stick-men to denote the positions of all the players.

When the pitcher pitches he cranks back his arm, and lets fly – you choose whether to throw a screwball, a fastball, an outside knuckleball or any of the other bizarre-sounding manoevures that the ball can be forced to follow by just a flick of the pitcher's wrist.

Jerk the stick in the direction that will provide the pitch you most desire. To a certain extent it's a matter of luck, but you should find a couple of angles that will beat most batters. Of course, if you use the same pitch all the time, the opposition will learn to predict your





HIRE SPECTRUM SOFTWARE

JOIN THE No 1 SPECTRUM LIBRARY NOW & GET YOUR

FREE 1ST TAPE

- Over 10,000 tapes FOR HIRE – including GAMES, BUSINESS & EDUCATIONAL
- LOW chgarges – from 63p (PLUS p&p and VAT) for 2 weeks hire.
- LIFE membership ONLY £5.00 (inc VAT)
- FREE printed catalogue
- FREE newsletter with hints, tips, reviews etc.
- FAST, FAST service – We always use 1st class post
- European members welcome (Payment in Sterling)
- HIRE whenever YOU want to – no committment.

Have you ever been disappointed with software you've bought? Now you can hire it first. If you like it, buy it at £1.00 off our already discounted prices. If you don't, send it back and it's only cost you the hire fee. NSL is the best SPECTRUM library, with over 16,000 delighted members.

JOIN TODAY, or, if you don't believe our claims write or phone 01-661 9240 for a FREE copy of our catalogue.

NATIONAL SOFTWARE LIBRARY

42 Harefield Avenue, CHEAM, Surrey SM2 7NE

I enclose £5.00 for LIFE MEMBERSHIP. Please rush my membership kit to me. If, within 28 days, I'm not delighted with your service you'll refund my membership fee.

Name ____________________

Address ____________________

MEGASAVE FANTASTIC SAVINGS

Nemesis	5.95	Nemesis Warlock	5.95	F15 S/Force Eagle	7.95
Elite	11.25	Flunky	7.95	World War one	7.95
Ace of Aces	6.75	Martianoids	6.95	Round Heads	7.95
IKARI Wariors	5.95	Pulsator	5.95	Catch 23	6.95
Silent service	7.50	Head Over Heels	5.95	World Cl Leaderboard	7.95
World Games	6.75	Bubbler	6.95	Tom Leaderboard	4.99
Paper Boy	5.95	Vulcan	7.95	Metrocross	6.95
Trivial Pursuit	12.50	Army Moves	5.95	Challenge Gobots	6.95
Aliens	7.50	Mario Bros	5.95	Stifflip and Company	7.95
Leaderboard	6.95	Livingstone I presume	6.95	Thing Bounces Back	5.95
Footballer of Year	5.95	Kinetik	5.95	Mask	7.95
Durell Big Four	7.50	Arkham Manor	6.95	The Tube	6.95
Mag Max	5.95	Wiz	5.95	Slap Fight	5.95
Super Soccer	5.95	I.Q	6.95	Tobruk	7.95
Konami's Arcade Hits	7.50	Big Sleaze	7.95	Cholo	12.95
Gauntlet	7.50	Shadows of Mordor	5.95	Doc Destroyer	5.95
The Last Ninja	7.95	Throne of Fire	6.95	Election	7.95
P.A.W.	19.50	Red Scorpion	6.95	Starfox	5.95
Handball Maradonna	5.95	Samurai Trilogy	5.95	Hollywood poker	5.95
Bomb Jack II	5.95	Tai-pan	5.95	Mutants	5.95
Silicon Dreams	12.95	Sentinel	7.95	Priaxos	6.95
A Dragons Lair pt 2	5.95	Bismarck	7.95	Final Matrix	5.95
Mercenary	7.95	Whizzball	5.95	Death Scape	6.95
Arkanoid	5.95	Gun Runner	5.95	Trio (Hit Pak)	5.95
Ranarama	5.95	Hydrofool	5.95	Tank	5.95
Sailing	5.95	Renagade	5.95	International Events	5.95
Krakout	5.95	Pawn 128 only	12.95	Game Over	5.95
Death or Glory	6.95	Best of 3D	6.95	Micro Naut One	7.95
Into the Eagles Nest	6.95	Conflict One	10.95	Survivor	6.95
Enduro Racer	7.95	Barbarian	7.95	Mystry on Nile	5.95
Stars on 128	7.95	Dark Empire	7.95	Armageddon Man	10.95
Indoor Sports	6.95	Dogfight 2187	6.95	Frnknstein (15 rated)	7.95
Monty Aufwieders	5.95	Road Runner	6.95	Living daylights	7.95
Saboteur II	5.95	Zynaps	5.95	Exolon	5.95
Quartet	7.95	Yankee	7.95	Indiana Jones	5.95
Wonderboy	7.95	Ninja Hamster	5.95	Falcon	7.95
6 Hit Pack (Elite)	7.95	Hades Nebula	5.95	The Double	8.95
Aliens US Comp	5.95	Flesh eating Chickens	5.95	Mask	5.95
Killed Until Dead	6.95	Driving L Test	5.95	Super Sprint	7.95

Send for free up-to-date li[illegible] Spectrum. MSX. Atari FT.

PLEASE STATE WHICH COMPUTER.

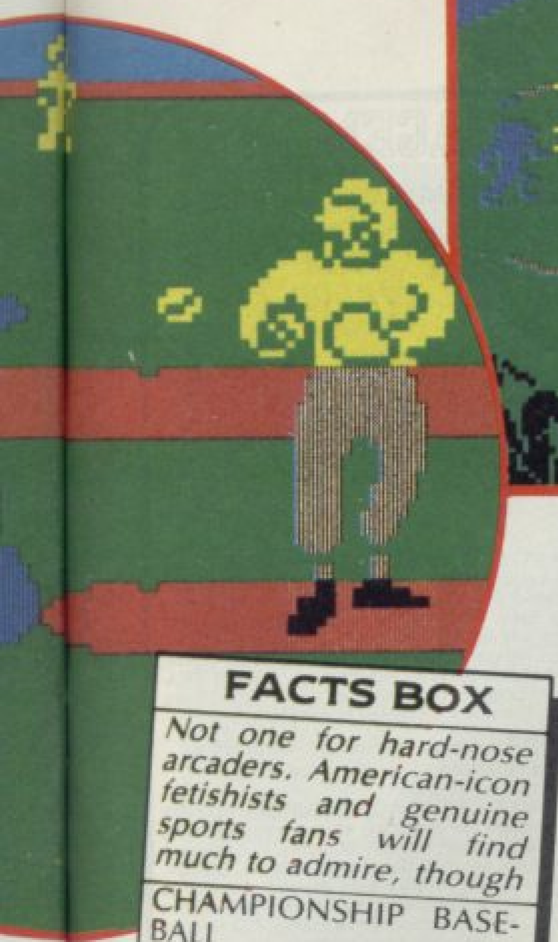
Postage Included UK. Please state which micro. Fast Service

Send cheque/PO to: MEGASAVE, Dept SU8

49H Sutherland Street, Victoria, London SW1

VISA

Mail Order only





STRATEGY SIMULATION REVIEW

BASEBALL

FACTS BOX

Not one for hard-nose arcaders. American-icon fetishists and genuine sports fans will find much to admire, though

CHAMPIONSHIP BASEBALL
Label: Gamestar
Author: in-house
Price: £7.99
Memory: 48K/128K
Joystick: various

Reviewer: Jim Douglas

★★★★☆
★★★☆☆ 7

moves...

Now batting. Unfortunately, there doesn't seem to be a great deal of skill in batting, apart from timing when the ball is in a hittable position. Each batter has a pre-determined style of batting, and you don't actually get to control where he swings the bat (though you do have the choice of either taking a swing or 'bunting' – a kind of safety shot. Assuming you make good contact, and you didn't decide to bunt, the ball will fly off into the field, and you run for all you're worth.

You'll automatically run to first base (or bag as those US types call it) but from there you have a whole host of options available. You can either stay put, go on, go back to the last bag, slide into the bag, dive back to the last bag etc etc. It's this part of the game that offers some scope for real excitement,



as it all centres around taking just the right amount of risks. If you make a bad choice, the computer (or a mate, if you're playing in two-player mode) will field the ball and you'll be walking back to the bench.

The object while batting is obviously to score as many runs as possible. A home run is virtually impossible, though it scores more prestige-wise.

Then fielding, which involves running after the little white dot on the first part of the screen. When one of the guys gets to it, you'll have to make a snap decision as to which base he should throw to. The computer character (or mate) is hurtling from base to base, and if you goof, he'll score that home-run.

Baseball is obviously going to go down a storm with sports-sim enthusiasts. As for everyone else, they could like it too. And while the graphics are a little simplistic, they do the job very nicely thankyou■

Computer Music at it's best...



MIDI INTERFACE

For ZX SPECTRUM - Compatible with 48/128k/+2

Just what the serious or amateur musician has been waiting for.

- MIDI DELAY FACILITY
- MIDI IN/OUT/THROUGH
- STORES THOUSANDS OF NOTES
- CONTROL ANY MIDI COMPATIBLE INSTRUMENT
- FORWARD AND REVERSE SEQUENCE PLAYBACK
- FULL MIDI COMPATIBLE ASSIGNMENTS
- REAL OR STEP TIME INPUT FROM INSTRUMENT OR COMPUTER
- SUITABLE FOR HOME OR PROFESSIONAL USE
- FULL SYNC FACILITY • 8 TRACK MIDI SEQUENCER
- COMPLETE WITH HARDWARE / FULL SOFTWARE
- TRANSPOSE FACILITY • MICRODRIVE COMPATIBLE
- COMPREHENSIVE INSTRUCTION MANUAL
- MIDI LEAD INCLUDED • EXCEPTIONAL VALUE

128k/+2 to Midi Lead
(BT style plug to 5 pin DIN)
ONLY £9.75
It is not necessary to purchase this lead with the Cheetah Midi Interface

Extra 5 pin DIN to 5 pin DIN Midi Leads
ONLY £4.99

Prices include VAT, postage & packing. Delivery normally 14 days.
Export orders at no extra cost. Dealer enquiries welcome.

Cheetah, products available from branches of
Dixons Harrods John Menzies
LASKYS WHSMITH High St. Stores
and all good computer shops
or direct from Cheetah.

ACCESS

Cheetah Marketing

CHEETAH MARKETING LTD
Norbury House, Norbury Road,
Fairwater, Cardiff CF5 3AS.
Telephone: Cardiff (0222) 555525
Telex: 497455 Fax: (0222) 555527

POOLSWINNER II

THE ULTIMATE POOLS PREDICTION PROGRAM



Boxed, with detailed instruction booklet

- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available – 22000 matches over 10 years.
- **PREDICTS** Not just SCOREDRAWS, but AWAYS, HOMES and NO SCORES.
- **SUCCESSFUL** SELEC guarantee that Poolswinner performs significantly better than chance.
- **ADAPTABLE** Probabilities are given on every fixture – choose as many selections as you need for your bet. The precise prediction formula can be set by the user – you can develop and test your own unique method.
- **SIMPLE DATA ENTRY** All team names are in the program. Simply type in the reference numbers from the screen. Or use FIXGEN to produce fixture list automatically (see below).
- **LEAGUE AND NON-LEAGUE** All English and Scottish League teams are supported, and also the non-league sides often used on pools coupons.
- **PRINTER SUPPORT** Full hard copy printout of data if you have a printer.

PRICE £15.00 (all inclusive)

FOOTBALL FOLLOWER

RESULTS DATABASE SYSTEM



Boxed, with detailed instruction booklet

- **THE PERFECT PROGRAM** for everyone interested in Football – Soccer Fans, Pools Punters, amateur league secretaries and team managers.
- **POWERFUL DATABASE** designed to store league results and all important statistics for all clubs.
- **SET UP** to handle English and Scottish league matches, but can be easily converted to non-league, amateur and Australian football.
- **FULL PRINTER SUPPORT:** Fixture lists, results, league tables, statistical records etc. can be printed out if you have a printer, or copied from the screen.
- **UPDATED:** The package is supplied with this season's football results already entered into the program.
- **INTEGRATED** with POOLSWINNER and FIXGEN: information can be exchanged between programs. (Can be used to update Poolswinner.)

PRICE £15.00 (all inclusive)

FIXGEN 87/8

AT LAST: No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish League fixtures for 1987/8. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner and Football Follower. Yearly updates available. (Published under licence from the Football League and Scottish Football League.)

POOLSWINNER with FIXGEN £16.50 (for both)
FOOTBALL FOLLOWER with FIXGEN £16.50 (for both)

SPECIAL COMBO PACK

FOR SOCCER FANS, the best combination is Football Follower with Fixgen.
FOR POOLS PUNTERS who want a ready made system, Poolswinner with Fixgen is the best combination.
FOR POOLS PUNTERS who want to do more detailed analysis and develop their own system, the complete suit of all three programs is available at a special price:

POOLSWINNER+FOOTBALL FOLLOWER+FIXGEN
£26.50 (all inclusive) (ask for "COMBO PACK")

COURSEWINNER V3



Boxed, with detailed instruction booklet

THE PUNTERS COMPUTER PROGRAM

NOT JUST A TIPSTER PROGRAM, Coursewinner V3 can be used by experts and occasional punters alike.

You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc. It outputs most likely winners, good long odds bets, forecasts, tricasts etc. The database includes vital course statistics for all British courses. You can update the database – never goes out of date. *FULL PRINTER SUPPORT.*

PRICE £15.00 (all inclusive) includes Flat AND National Hunt versions.

AVAILABILITY . . .
All programs available for:

AMSTRAD CPC's, PCW's, PC1512
All BBC's
All SPECTRUMS
COMMODORE 64/128

All programs supplied on tape, but automatically transfer to disc or microdrive. AMSTRAD PCW and PC1512 supplied on disc (add £3.00).

Send Cheques/POs for return of post service to . . .

VISA — phone 24 hrs

selec SOFTWARE

ACCESS — phone 24 hrs

37 COUNCILLOR LANE, CHEADLE, CHESHIRE SK8 2HX. ☎ 061-428 7425
(Send for full list of our software)

FOOTBALL MANAGEMENT

...SKILL...TACTICS...DECISIONS...STRATEGY...SKILL...TACTICS...

E & J Software offer 3 CLASSIC Football Management Strategy Games for all soccer enthusiasts. Each of these QUALITY GAMES uses the full available memory of your computer and is PACKED with **GENUINE FEATURES** to make each game the most **REALISTIC** of its kind!

STAR VALUE

PREMIER II : A COMPREHENSIVE AND EXCITING LEAGUE GAME – Can you handle all of this? – Play All Teams Home & Away, Full Squad Details All Teams, Transfer Market that allows you to buy any player in league/sell your players to any other team, Pre-Match Report, Full Team and Substitute Selection, Choose Your Own Team Style, All Other Teams have their own Style, Match Injuries, Match Substitutions, Half Time/Full Time Scores All Matches, Named & Recorded Goal Scorers, Full League Table, Fixture List, Team Morale (all teams), Transfer Demands, Opposition Select Their Strongest Team, Injury Time, Financial Problems, Match Attendances, Bank Loans, 7 Skill Levels, Managers Salary, Change Player/Team Names, Continuing Seasons, Job Offers or Dismissal based on your performance, Printer Option, Save Game and MORE!

EUROPEAN II : A SUPERB EUROPEAN STYLE COMPETITION – Enjoy the atmosphere of European Cup Ties! – Home & Away Legs, Full Squad Listing, Full Penalty Shoot-out (with SUDDEN DEATH), 2 Substitutes Allowed, Pre-Match Team News, Full Team And Substitute Selection, Away Goals Count Double, Extra Time, Half Time & Full Time Scores All Ties, 7 Skill Levels, Disciplinary Table (showing any MATCH BANS), Full Results List, Full Random Draw – All Rounds, Printer Option, Change Player/Team Names, Save Game, EUROPEAN II includes a comprehensive Text Match Simulation with these GREAT FEATURES – Match Timer, Named & Recorded Goal Scorers, Corners, Free Kicks, Goal Times, Injuries, Bookings, Disallowed Goals, Injury Time, Penalties, Sending Off and MORE!

★ SPECIAL FEATURE – transfer your PREMIER II winning Side into EUROPEAN II ★
Both these GREAT games can be played separately or as companion games

WORLD CHAMPIONS : A COMPLETE AND EXCITING WORLD CUP SIMULATION – Takes you from the first warm up friendlies through the qualifying stages and on to THE FINALS! – Select Team From Squad of 25 Players, Select Friendly Matches, Full Home & Away Fixtures in Qualifying Round, Pre-Match Team News, 2 Substitutes Allowed, Disciplinary Table, Select Tour Opponents, Full League Table, Players gain experience/caps as competition progresses, Extra Time, Penalty Shoot-Out, Quarter Final Group, Full Random Draw, Change Player/Team names, 7 Skill Levels, Printer Option, Save Game, Full Results List, Post Match Injury Report, WORLD CHAMPIONS Includes a comprehensive text match simulation – Goal Times, Bookings, Injuries, Named/Recorded Goal Scorers, Injury Time, Match Clock, Sending Off, Penalties, Corners, Free Kicks, and MORE!

All games available for ANY 48K SPECTRUM



Games supplied on tape with full instructions @ £6.95 Each Inc. P&P (add £1.00 outside U.K.)
Great value – Any 2 Games Deduct £2.00
FANTASTIC VALUE – All 3 Games Deduct £3.00

These games are available by MAIL ORDER ONLY via our First Class Service. All are available for *IMMEDIATE DESPATCH* by 1st Class Post and are securely packed.

From: E & J SOFTWARE, Room 1 , 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE

SPECTRUM SUMMER SALE

£1.00 EACH

Chess by Sinclair Biorythms, Toy Bizzare, 'O' Level Chemistry, Thunderbirds, Space Raider cartridge, Valhalla, Teach Basic on ZX, Bizzicom Small Trader, Chimera, Twister, Komplex, Fighting Warrior, Psytraxx, The Covenant, Hellfire, Mugsy, Chicken Chase, Realm of Impossibility, Starbike

£1.99 EACH

Sir Fred, Battle of the Planets, Brian Jacks Superstar, Nomad, Mantronix, Bounder, Sam Stoat Safebreaker, Riddlers Den, Metabolis, Zorro, William Wobbler, River Raid, Revolution, Red Arrows, Enduro, Who Dares Wins II, Talus, Surf Champ, American Football, Winter Sports, Spiderman/Hulk, Pitfall II, Adventureland/Secret Mission, International Karate, Frost Byte, Rescue on Fractalus, 3 Weeks in Paradise, I of the Mask, Robin of Sherlock, Night Gunner, Zoids, Combat Lynx, Gyroscope, Rocco, Skooldaze, BC's Quest for Tires, Yabba Dabba Doo, Jet Set Willy II, Merlock the Mede, Skyfox, Frank Bruno's Boxing, Chuckie Egg II, Galaxian, Pole Position, Project Future, Superchess 3.5, Stainless Steel, Starstrike II, Cyberun, Quartzatron, Think!, Moon Cresta, The Planets, Off the Hook compilation, Potty Pidgeon, Mugsys Revenge, Geoff Capes Strongman, Panzadrome, Falklands 82, Cop-out, Sir Lancelot, Equinox, Deep Strike, Fat Worm, Thanatos, Contact Sam Cruise, Ghostbusters, Death Star Interceptor, Supersleuth, Sherlock, Ballblazer, Mindshadow, Hurg

£2.99 EACH

Trail Blazer, Football Manager, Amazon Women, War, Prodigy, Tarzan, Highland, Master of the Universe, Virgin Atlantic Challenge, Crystal Castles, Saboteur, Robin of Sherwood, Abersoft Forth, Dragons Lair, Adventure Quest, Superbowl, Young Ones, Adrian Mole Book and Tape, WOW Games compilation, Sold a Million, Heavy on the Majick, Future Knight, Avenger, Crash Smashes II compilation, The Eidolon, Never Ending Story, Hot Shots compilation, Arcade Hall of Fame compilation, Terra Cresta, Evil Crown, Mini Office, Vectron 3D, Lord of the Rings, The Ket Trilogy, Pacman, Costa Capers, Gerry the Germ

EDUCATIONAL SOFTWARE

Spinnaker Software £1.95 each
Kids of Keys, Fraction Fever, Alphabet Zoo, Aegean Voyage, Up and Add 'Em, Number Tumblers, Logic Levels, Dance Fantasy, Ranch, Make a Face, Kiddercomp £7.95
Hill Macgibbon Pack includes Punctuation Pete, Ballooning, Special Agent, Car Journey £7.95

ROTRONICS WAFA DRIVE

For 48K Spectrum only £14.99
plus £2.50 P&P
30 day guarantee inc 1 64K wafa

UTILITIES

Currah Micro-slots £2.95
Specdrums £25.00
Spectrum Power Packs for 48K and 128K £9.95
plus £1.00 P&P
ALPHACOM PAPER
5 rolls £9.95
plus £1.00 P&P

p&p 1 - 3 titles 75p
3 or more £1.00
Overseas £1.20 per tape

MAKE CHEQUES PAYABLE TO
LOGIC MAIL ORDER LTD
Department 2
17 Leofric Square
Eastern Industry
Peterborough
Cambs
Tel 0733 313870



NOW IS YOUR CHANCE TO PARTICIPATE IN 1987'S MOST EXCITING RECORD-BREAKING EVENT – THE FIRST EVER SUCCESSFUL CROSSING OF THE ATLANTIC OCEAN BY HOT-AIR BALLOON!

RICHARD BRANSON AND PER LINDSTRAND (THE BALLOON'S DESIGNER) MAN THE 'VIRGIN ATLANTIC FLYER' AND THEY HAVE BEEN CHALLENGED TO A RACE BY ANOTHER BALLOONIST!

THIS SPLIT-SCREEN ARCADE GAME IS FULL OF ACTION AND IS DESIGNED FOR EITHER ONE OR TWO PLAYERS. YOU PLAY A POWERFUL, BUT MISCHIEVOUS EAGLE THAT CAN HELP (OR HINDER!) RICHARD. YOU CAN HELP CONTROL RICHARD'S (OR HIS RIVAL'S) BALLOON ALTITUDE AND COURSE AND HELP WARD OFF THE DASTARDLY HINDRANCES THAT HAVE BEEN ARRANGED FOR YOUR DOWNFALL (LITERALLY!).

YOUR OPPONENT ALSO HAS AN EAGLE AS A MASCOT AND BETWEEN THE PAIR OF YOU IT IS OUT AND OUT WAR MOST OF THE TIME!

SO TAKE FLIGHT AND GOOD LUCK!

TRANSATLANTIC BALLOON CHALLENGE is available from all good software retailers, or directly from us. Please make crossed cheques or postal orders payable to Virgin Games Ltd and send to Virgin Games Ltd, 2/4 Vernon Yard, Portobello Road, London W11 2DX. PLEASE DO NOT POST COINS OR MONEY!

☐ Commodore 64/128 (£7.95) ☐ Spectrum 48/128 (£7.95)
☐ Amstrad CPC cassette (£7.95) ☐ Amstrad CPC disc (£12.95)

Name____________________

Address____________________

____

Total money enclosed____________________

REAL SNEAKY SPECIAL EFFECTS

Focus on machine-code techniques – both simple and very tricky

In our international section this month comes this letter from Mark Bol of the Netrherlands who writes **Are my eyes deceiving me or do I really see more than the usual two colours per character square in the high-score table of Uridium? How did Dominic Robinson manage to create such an effect? Is he rapidly switching screens?** No, your eyes are not deceiving you. There are in fact more than two colours per character square as you describe. This is what we call the Rainbow Processor in action and to understand the principle, you need to know something about how the TV image is created.

What happens is that 50 times a second the Spectrum hardware scans through the Display File and the Attributes File together, picking up the data which controls the form of the TV image. The cycle time of 50 times per second has been chosen deliberately to match the sweep of the electron beam on the TV screen. This also writes from top to bottom of the screen 50 times per second. It is a bit like an electronic pencil writing the colours on the screen as a narrow beam, sweeping from the top left corner to the top right corner then flipping back to the left edge, then flicking back etc. until the whole of the screen image has been painted.

The great trick about the Rainbow Processor is that the data which controls the colour to be put on the screen is switched at just the right instant as the beam sweeps down the TV screen. The software which controls the Rainbow Processor 'knows' when a new screen image is to be painted, because the Spectrum hardware generates an interrupt at just the right instant.

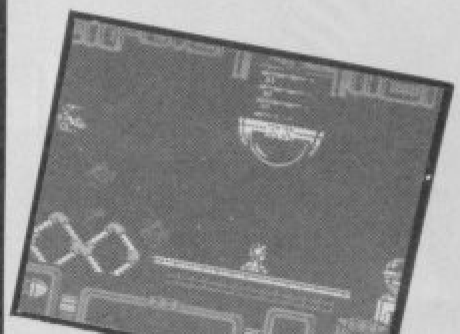
By our calculations, each sweep across the TV screen from left to right takes approximately 224 T-States and there are about 70 pixel lines from the top of the TV screen to the beginning of the display file. So, the first thing the Rainbow Processor does is to wait for approximately 224 x 70 T-States



which equals 15680 T-States to wait for the electron beam to get into the display file. In order to create a rainbow effect, it's simply a matter of changing a complete character row of attributes every 224 T-States as the beam sweeps down the screen.

We've found that it's not possible to change all 32 attribute squares on a character row because 224 T-States is not long enough to do so. We can achieve about 20 characters out of the 32 in total. We also find it necessary to tune-up the Rainbow Processor routine by adding or removing the odd NOP instruction in order to get a precise Rainbow effect. This can be quite difficult because as soon as your timing goes astray the screen image becomes very jumbled.

This is not a technique which can be attempted by the novice machine-code programmer which is why there are not many commercial programs on the market which use the effect. However, once you understand how the software works you'll be surprised to discover that a decent Rainbow Processor routine can be very short, perhaps as little as 150 bytes of code.



Competition

To encourage you all to get stuck in and get coding, I am offering a free copy of both Uridium and Zynaps (which also has a Rainbow Processor routine) to the author of the best rainbow effects submitted to us before October 1. Please send your entries on cassette with an annotated assembly listing of the program and a short description of how the program works. Dominic and I will judge the entries and we will be looking for the best visual effect without regard to elegance or compactness of code. Good luck to you all!

Flopping 'em Roms

What do the terms 'Shadow Rom' and 'Hook Codes' mean? asks David Cowling of Leeds.

The original Spectrum launched way back in 1982 had 16K of Rom (Read Only Memory) and 16K of Ram (Random Access Memory). This machine was quickly succeeded by the 48K machine which had the same 16K Rom but 48K of Ram. Those of you who are quick with a calculator will be able to work out that 16 plus 48 = 64, so that the Rom and Ram together on the 48K machine use up the total 64K address space of the Z80 microprocessor. What this means is that the Z80 is unable to 'talk to' more than 64K of memory – either Rom or Ram – at any one time. It's a bit like having a Mini Metro with four seats in it. Once you have four people, one in each of the four seats, there is no more room for anybody else. (How about in the boot? – Ed)

Think of a number

Well, having tackled a tricky machine-code program let's have a look at a question which confuses many beginners to assembly-language programming. **Please could you tell me,** writes Andrew Hutchinson of Hexham. **How do you convert large numbers eg: 16384 into numbers for use in machine code as I can't understand how it is done.** Let's start at the beginning Andrew. As you know we humans count to the base of 10, because we've got 10 fingers on our two hands. There is nothing magical about counting to the Base 10 and no doubt if we only had eight fingers we would count to the Base 8 (eg 1,2,3,4,5,6,7,10,11 etc). By way of an example, I am reliably informed that there are some human cultures in which it is customary to count the knuckles on four fingers of one hand and if you look at your own hand you will see that you've got twelve such knuckles and so these cultures count using Base 12 (eg 1...9,10,11,101,102...)

Of course when we count to Base 10 we soon run out of fingers. To count beyond 10 on your fingers, what you would do when you got to ten would be to make a mark on a piece of paper, or perhaps just make a mental note and then start from no fingers again. That way you can count up to twenty, making another mark when you get to twenty etc.

The Z80 chip which drives the Spectrum doesn't count in Base 10, Base 8 or Base 12, it counts in Base 2, eg 1, 10, 11, 100, 101). You can count from 0 to 1 and then that's it, you then have to make a note on the 'next hand' that you've gone from 0 to 1, reset the first hand and start counting again.

The Z80 counts in binary ie: in groups of zeros and ones with eight digits in each group. Those of you who are good at arithmetic will know that a group of eight zeros and ones can be arranged in $2^8 = 256$

HEWSON HELPLINE

Since the release of the 48K machine there have been various bits and pieces added to the Spectrum, like the Interface 1, the 128K machine, the 128K+2 and now the 128K+3. These all require extra read only memory in order to control the extra hardware that is supplied. The question is how do you get the Z80 to address more than 64K of memory? The answer is you arrange for specific software routines to switch between various banks of memory, depending on the job which the machine is trying to do at any one moment. This is rather like kicking out one of your passengers from your Mini Metro in order to allow somebody else to sit down for a change.

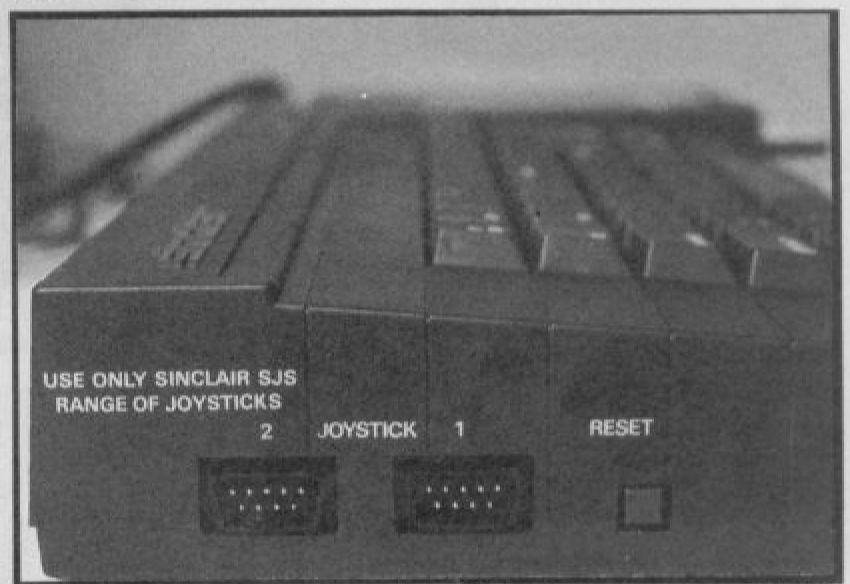
The term 'Shadow Rom' was coined when the Interface 1 was released, which had a 16K Rom built into it. This Rom lives in the same address space as the ordinary 16K Rom in the Spectrum and is 'paged in' whenever the Z80 wishes to use one of the Interface 1 facilities. At the same time the normal 16K Rom is switched out to make room for it. You can see now why it is caused a Shadow Rom. It's as though it lives in darkness for most of the time until the Z80 chooses to swith the original Rom out and switch the Shadow Rom in. The term 'Hook Code' was coinied to describe the single byte code, which the Z80 uses to determine which function in the Shadow Rom it wishes to use. The actual mechanism is that the machine-code instruction *RST 38* which normally cointrols the destination of Basic error codes, is detected by the Interface 1 hardware, which switches on the Shadow Rom if the error code which follows the RST38 instruction does not lie within the narrow range of normal Basic error numbers. The false error code then determines which function in the Interface 1 will be excluded.

This mechanism may seem rather clumsy, but it's the technique which has allowed the Spectrum to be extended from the original range conceived by Sinclair when the machine was first designed right up to the new 128K+3. There must therefore be some merit in the system!!

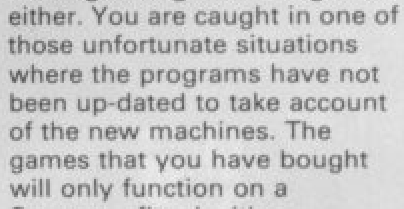
Oldies not so goodies



The various joystick standards for the Spectrum are a continuing source of problems. Take this letter from Julian Walley of Shrewsbury for example. He writes: **I own a 128K+2 and lately I have purchased a few of the old 48K classics, namely** Atic Atac, Manic Miner **and** Jet Pac. **These only run on the Kempston style joystick, but with my new computer, I was supplied with a Cheetah joystick interface supposedly compatible with 48K, 128K and the Plus 2. However, on playing my classic games I found that the joystick did not function properly. Is this a fault of the interface or is it the computer?**



I'm afraid there is nothing wrong with your equipment Julian and, in a sense, there is nothing wrong with the games either. You are caught in one of those unfortunate situations where the programs have not been up-dated to take account of the new machines. The games that you have bought will only function on a Spectrum fitted with a *Kempston* joystick interface. They were written before the time when the newer joystick standards became established. Therefore if you want to play these games you will have to buy a Kempston joystick interface as well as the Cheetah interface you already have■



Break dancing . . .

A quick answer to a quick question from Graham Newall of Devizes. He asks **Is it possible to disable the *Break* function in Basic?** Sorry, the answer is no, the *Break* routine in the Rom is a fundamental part of the Basic interpreter and it is impossible to disable this facility. The only way to control the machine without the *Break* key being tested is to write the program completely in machine code.

ways. Hence, it is no surprise to learn that any single given byte in memory can hold a whole positive number in the range 0-255.

Of course, just because the eight bits in a byte can be used to represent a whole number between 0 and 255 doesn't mean that we *must* interpret the setting of the bits in this way. It all depends on the context in which we come across the byte. After all, the nine in 9 o'clock means something completely different from the nine in '9 pints of bitter please'. The first means something like 'time to turn over and watch M★A★S★H on BBC 2' whereas the second means 'I'm very thirsty and I think I'm going to get legless tonight'. It all depends on the context.

In much the same way the contents of a memory byte can be interpreted by the Z80 in a number of different ways, depending on the context in which the processor encounters that particular byte in memory. For example, the byte might represent a letter of the alphabet. Or it might represent a machine-code instruction, or it might represent part of a graphic to appear on the screen. It all depends on the context.

Humans are quite clever at interpreting the context in which information reaches us. The Z80, in contrast – whilst it is capable of controlling some whizzo computing effects – is basically as thick as two short planks. If you give it information in the wrong context then it very quickly becomes very confused. This is the reason why the machine crashes so readily when you are writing a machine-code program.

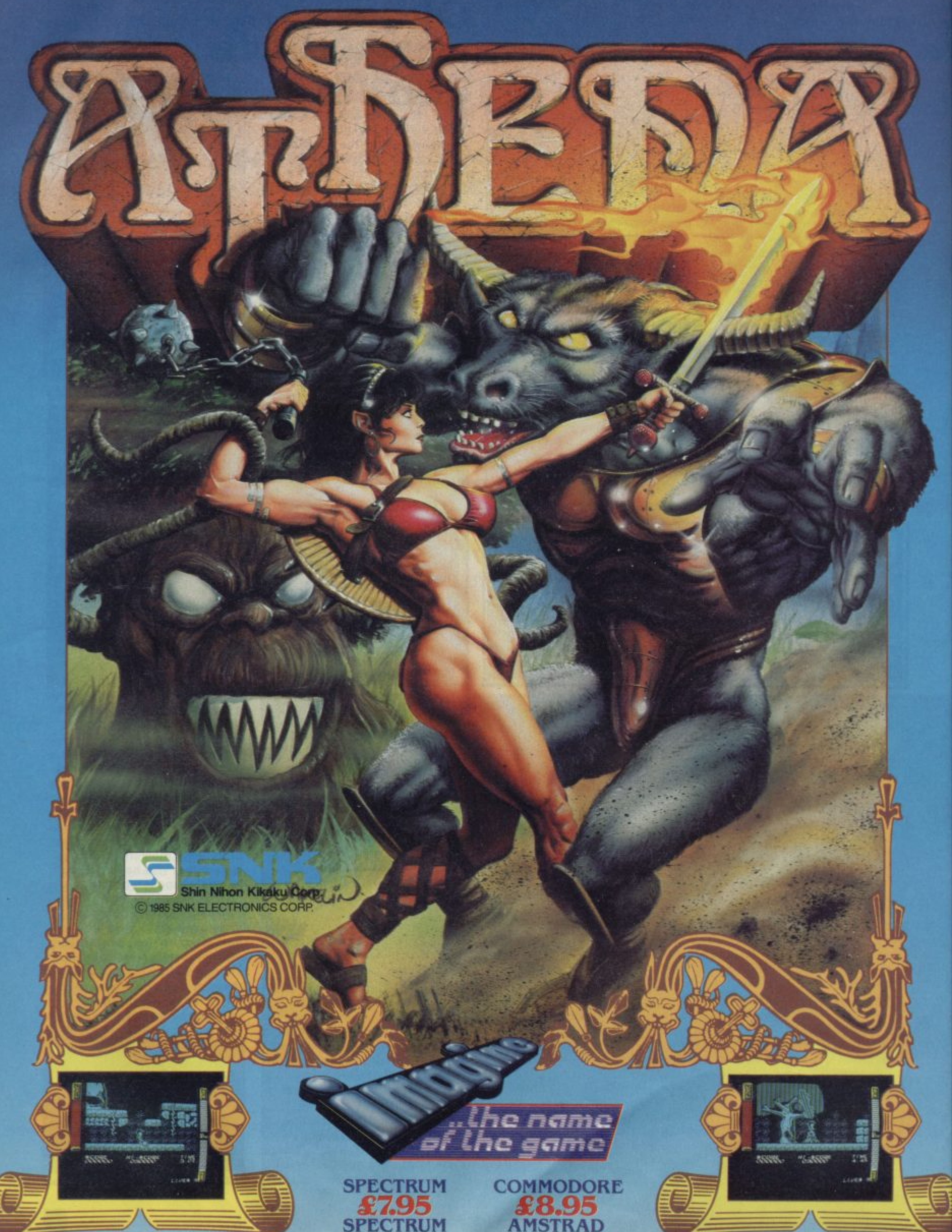
Getting back to your question Andrew, asking how to store large numbers like 16384, the answer is that there are a number of machine-code instructions which specifically interpret the contents of two successive bytes as a large whole positive number. The system which the Z80 uses is as follows. It interprets the contents of the two successive bytes as two binary numbers and calculates a large number for its own purposes by taking the second number, multiplying it by 256 and adding the first number to it. The largest number that can be handled this way is 65535, that is, 256 x 256 − 1. In certain circumstances, one of the bits is interpreted as a 'sign bit', ie, it is used to indicate whether this is a positive or a negative number. In these circumstances, the number range is whole numbers between −32768 and +32767.

The number you have chosen Andrew, 16384, is held as a 0 in the first byte and a 64 in the second byte. In the binary system it is a 'magic' number, because it is a power of two ie: 2^{14} = 163804.

Powers of two in the binary system are 'magic' in much the same way that powers of 10, ie 10, 100, 1000 etc, are a bit special in the decimal system.

Thanks for an interesting letter Andrew. You win this month's special prize which is, you've guessed it, a copy of **Zynaps.** Have a good time with it!

FROM THE ARCADES–A TIGRESS!



Imagine Software Limited · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977



Tibet ▲

128K MEGA PREVIEW

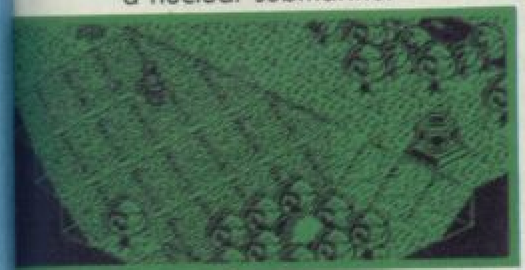


Glider Rider ▲

Suddenly 128s are go!!! Perhaps it's the added kick of the 128K+3 launch, but suddenly 128K-only games are in fashion. Not just expanded versions of 48K games – but real full-blown all-new 128K chunks of code. Not only that but a number of software firms have already committed themselves to producing disc software for the 128K+3.

In this special mega-preview investigation we look see what's buzzing.

Argus Press Software is planning a 128+3 compilations disc of its best games. Chances are **Glider Rider** and **Xeno** will be included, along with more of its best offerings. Argus is also developing a 128K-only game called – **Paceland**, a licence from the Namco coin-op. There's also **The Hunt for Red October** too, which will also certainly be 128K only, and may well be released solely on disc. It's a computer version of the novel by Tom Clansey, a tale of defecting Russians and a nuclear submarine.



Ocean, however, is so far doing the most to develop the new breed of 128K-only programs and looks likely to support the +3. Now, hot on the heels of **Tai-pan** its first all-new 128K-only game (reviewed SU 64) it's already nearly completed **Tibet.**

Tibet is the follow-up to **The Great Escape,** being programmed by **Escape** authors, Denton Designs. It's 128K-only owing to the enormous scale of the map, said to be about ten times the size of **Great Escape,** and the whole thing is set in a lost land full of dinosaurs, monsters and traps.



Tibet ▼

Here's the plot:

Your small plane crash-lands in decidely fraught circumstances, and you, taking the role of an Indiana Jones-style character, try to escape, by teaming up with other characters and interacting with them in order to get away. When you decide that you





want to approach a character, with a view to either recruiting them or just checking them out, you can walk up to them and – in most cases – they'll introduce themselves by saying "Hello, I'm...." etc. You can then choose to interact with them in various ways, exchanging objects and similar. The screen scrolls in four directions, and the graphics are wonderful. Bridges stretch across yawning chasms, Inca-style temples stand proudly in mountain ranges and there are inhabited villages to explore too.

Rainbird is currently looking at the feasibility of converting their ST disc-only adventure **Guild of Thieves** on to the Spectrum. this is the sort of product that is ideal for the +3. Using Random Access techniques to access the drive, you could have a truly enormous adventure the likes of which have only been seen in cut-down form before.

Activision – which recently released **Little Computer People** on 128K only – is also looking at the 128K+3. Infocom, probably the most famous adventure company, responsible for such classics as **Zork (Parts 1-3)** and **Hitch Hikers Guide to the Galaxy** is now part of Activision and these titles are under consideration for conversion to 128K and disc.

Mirrorsoft is to support the 128K+3 with disc software, too, but won't talk about any of the products except a flight simulator compilation disc incorporating **Spitfire 40, Strike Force Harrier** and **Biggles**.

Spitfire 40



WORK – TWAZZOCK!!@ **

OR EVERYTHING YOU EVER WANTED TO KNOW ABOUT ★SPECS★ (BUT WERE AFRAID TO ASK)

There are certain questions we at SU get asked regularly. Questions like "Have you gone mad?" (Maybe) "Where is my subscription copy of SU?" (It's in the post) "Where is the Gents?" (down the stairs and to the right) and "Hellø I am from Nørway, now you are always making articles on games and I am wondering why?" (Because only 0.000001 per cent of computer owners are doing anything other than playing games.)

Important questions! And in this special article we hope to answer all the ones that really matter – the questions it could be uncool to ask your friends to answer because they sound so stupid. Well they are stupid but we don't care, we'll do anything for money...

▲1▲ WHY DOESN'T MY COMPUTER WORK?

a) Because you haven't plugged it in, stupid

b) Because it is broken

c) It lacks motivation

▲2▲ MY COMPUTER WILL ONLY LOAD SOME GAMES SOME OF THE TIME. WHAT IS WRONG?

a) Absolutely nothing. How would you pass all those empty hours of your existence if everything loaded first time. Try to see this phenomenon as a design feature

b) It is because some of the software you are trying to load is for a completely different machine, dummy

c) Because they are nineteenth generation copies of copies of copies and it serves you right...

▲3▲ WHY DO PEOPLE WHO PLAY ADVENTURE GAMES ALL HAVE BEARDS?

a) Because they are quite old and sit up all night and spend so much time trying to get the magic frog out of the mystic Tupperware dish thay forget to shave

b) They are only allowed to carry five items and havn't got room for a razor

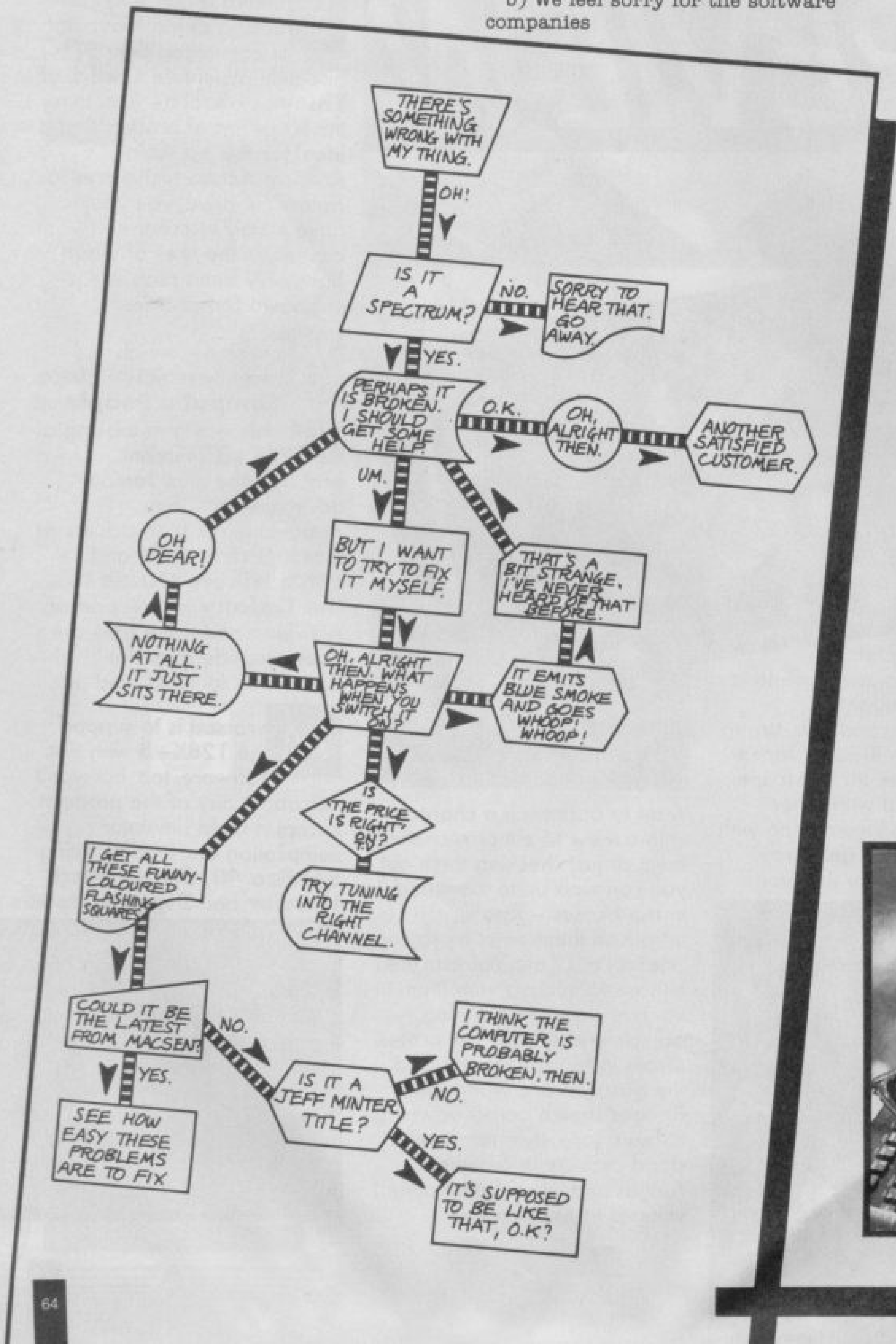
c) They don't want to be recognised

▲4▲ WHY DO YOU PUT SO MANY ADVERTS IN YOUR MAGAZINE?

a) Because even though SU is unbelievably wonderful surprisingly few readers are prepared to go into their newsagents and pay £1578.87 for it

b) We feel sorry for the software companies





▲5▲ WHY DID AMSTRAD PUT A PECULIAR JOYSTICK STANDARD ON THE 128K+2 AND WHY WON'T IT PUT OUT A DISC DRIVE UP-GRADE FOR IT?

a) [redacted] money-grabbing [redacted] rip-off [redacted] Alan Sugar [redacted] Richard Nixon [redacted] Thatcher's Britain. *(This reply has been edited on legal advice – Ed)*

▲6▲ WHAT IS HACKING?

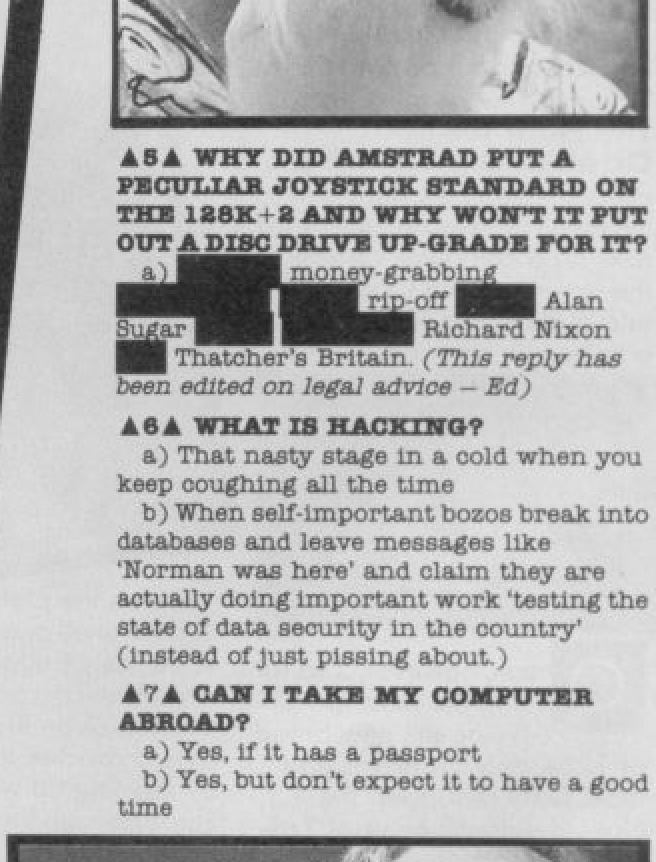
a) That nasty stage in a cold when you keep coughing all the time

b) When self-important bozos break into databases and leave messages like 'Norman was here' and claim they are actually doing important work 'testing the state of data security in the country' (instead of just pissing about.)

▲7▲ CAN I TAKE MY COMPUTER ABROAD?

a) Yes, if it has a passport

b) Yes, but don't expect it to have a good time





▲8▲ NO, I MEAN WILL IT WORK WITH OTHER COUNTRIES' TV SYSTEMS?

a) Sure if you change the power supply

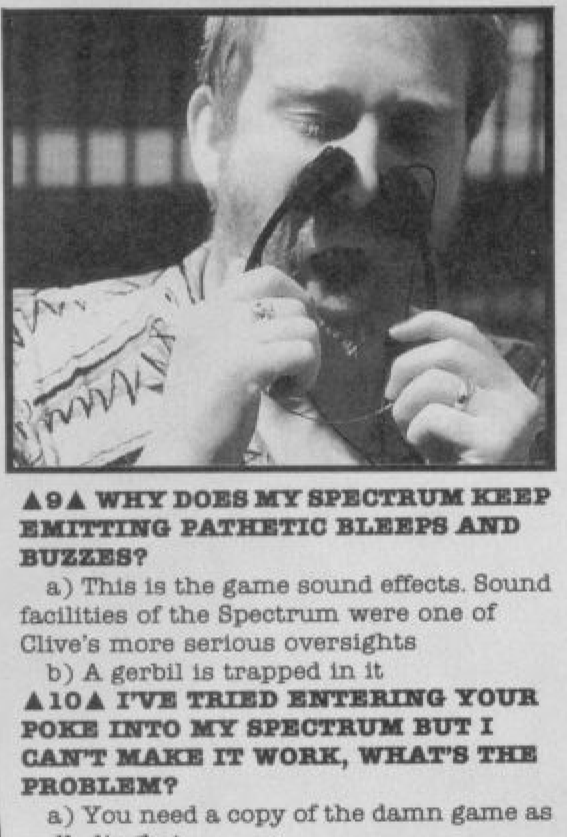
b) And the plugs...

c) And probably the scan rate of the TV....

AM I A TWAZZOCK?

To find out whether you are a twazzock or not just add up your score in the questions above and check out your ratings below. (This quiz is for entertainment purposes only and is not intended to foster a belief in the supernatural.)

1) a (5 points) b (5 points) c (0 points)
2) a (10 points – see Zen and the Art of Computer Maintenance)
b (–20 points – just for being stupid)
c (–10 points – just for being a criminal)
3) a (5 points) b (5 points) c (0 points – very silly)
4) a (25 points – quick grasp of reality – congratulations)
b (10 points – for being endearingly innocent)
5) a (25 points – just for suffering)
6) a (0 points) b (20 points)
7) a (0 points) b (0 points)
8) a (5 points) b (5 points) c (10 points)
9) a (25 points) b (10 points)
10) a (–25 points for stupidity) b (25 points) c (0 points – this really most unlikely, as you know)
11) a (10 points) b (10 points)
12) a (10 points)
13) a (10 points – that was easy)
14) a (10 points – so was that)
15) a (5 points – not too difficult)
16) a (10 points) (b) 5 points) c (5 points)
17) a (0 points – phew)



▲9▲ WHY DOES MY SPECTRUM KEEP EMITTING PATHETIC BLEEPS AND BUZZES?

a) This is the game sound effects. Sound facilities of the Spectrum were one of Clive's more serious oversights

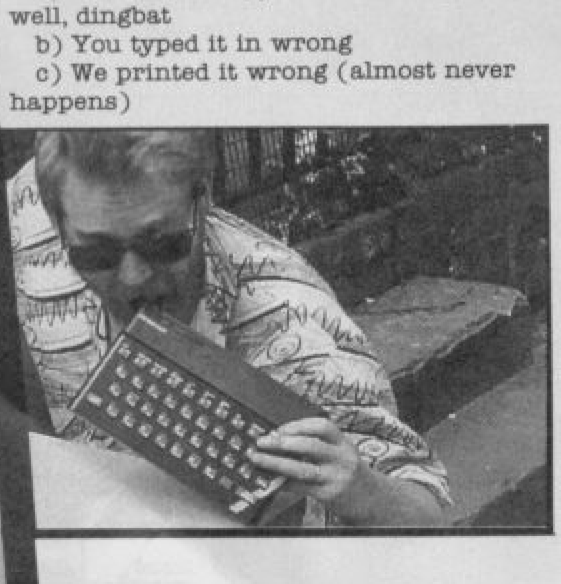
b) A gerbil is trapped in it

▲10▲ I'VE TRIED ENTERING YOUR POKE INTO MY SPECTRUM BUT I CAN'T MAKE IT WORK, WHAT'S THE PROBLEM?

a) You need a copy of the damn game as well, dingbat

b) You typed it in wrong

c) We printed it wrong (almost never happens)



● NOTE: The Mad Celt was blackmailed to appear as a Twazzock in this feature. He wishes to state clearly, here and now, that any similarity between the Mad Celt and any living Twazzock is entirely coincidental and in no way true

▲11▲ WHATEVER HAPPENED TO THE QL?

a) It went on a Quantum Leap and appeared in another dimension where it was worshipped as a sign of God's divine fallability



b) It was a big success in Finland where its nice warm heat sink was turned to advantage unthawing the hands of freezing Fins

▲12▲ WHAT DO PROGRAMMERS EAT?

a) Hamburgers and chips. Also chips on their own, also triple thick chocolate milk shakes, coffee and the paper bag and polystyrene cartons all this gunk comes in

▲13▲ WHY DO PROGRAMMERS HAVE SPOTS?

a) see a above

▲14▲ WHY DID MACSEN RELEASE EASTENDERS?

a) Because it was there. Why else?

▲15▲ WHAT IS AN EXAMPLE OF A VERY BAD SUBJECT FOR A COMPUTER GAME LICENCE?

a) The Holy Bible

b) Any DIY Book

c) The AA Book of Roadmaps

▲16▲ AT WHAT POINT DO WE GET TIRED OF THESE QUESTIONS?

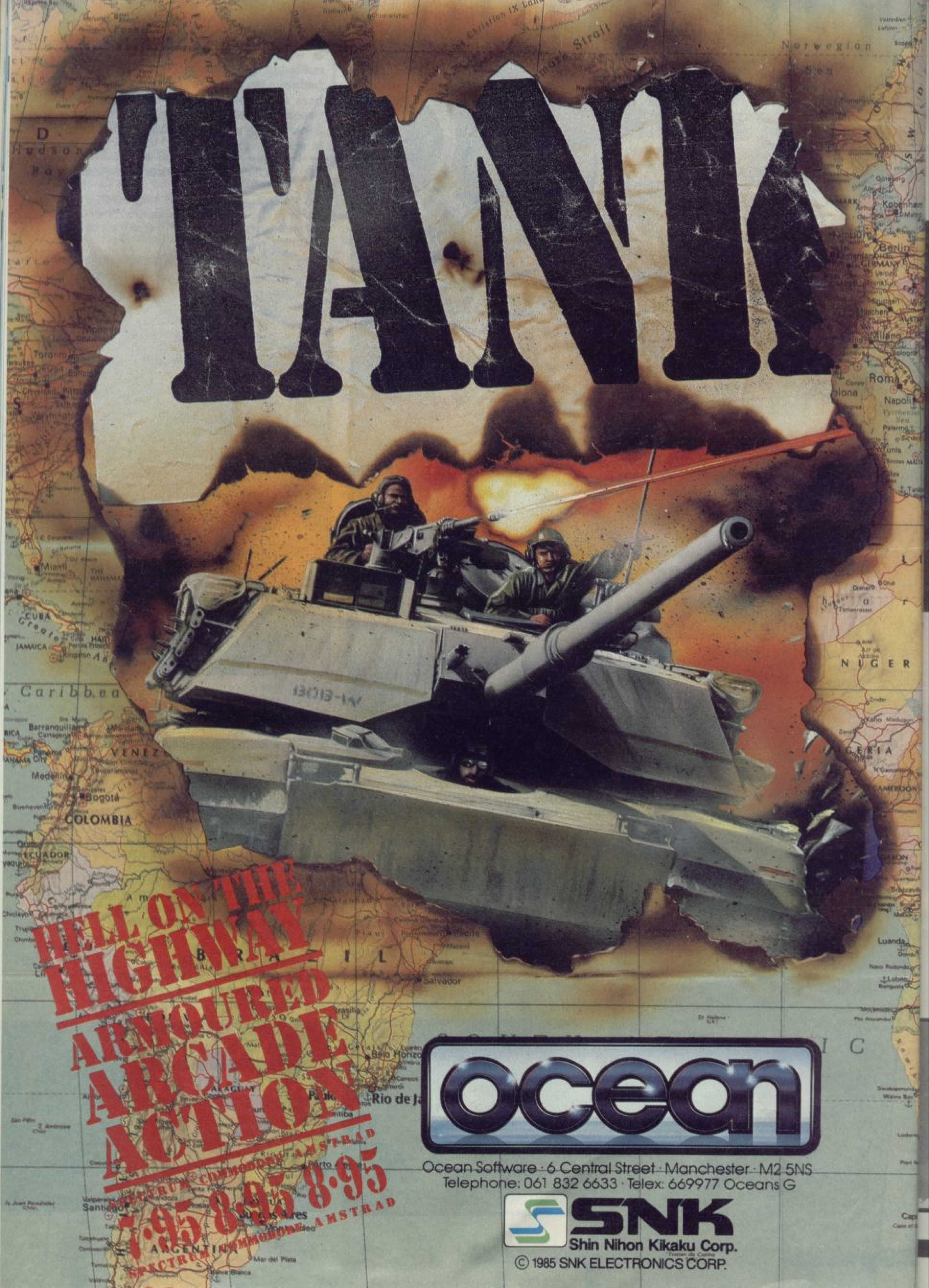
a) About now

YOUR RATING

● Over 250 points: Hey join the club. Us cool people should stick together.

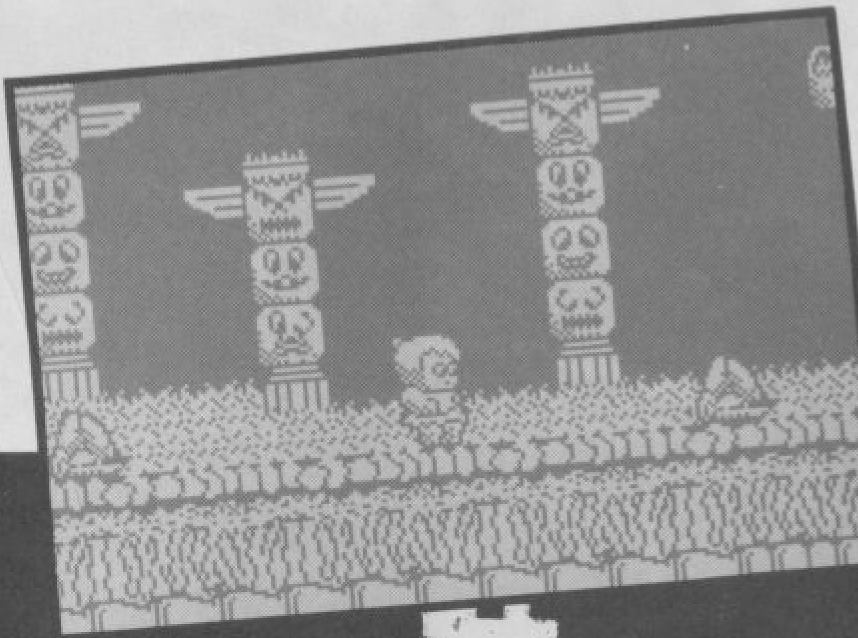
● 150-250 points: You'll learn.

● Below 150 points: You are a total twazzock. It's a pity people like you have to exist. Go away


TANK
HELL ON THE HIGHWAY
ARMOURED ARCADE ACTION
SPECTRUM COMMODORE AMSTRAD
7·95 8·95 8·95
ocean
Ocean Software · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 Oceans G
SNK
Shin Nihon Kikaku Corp.
© 1985 SNK ELECTRONICS CORP.

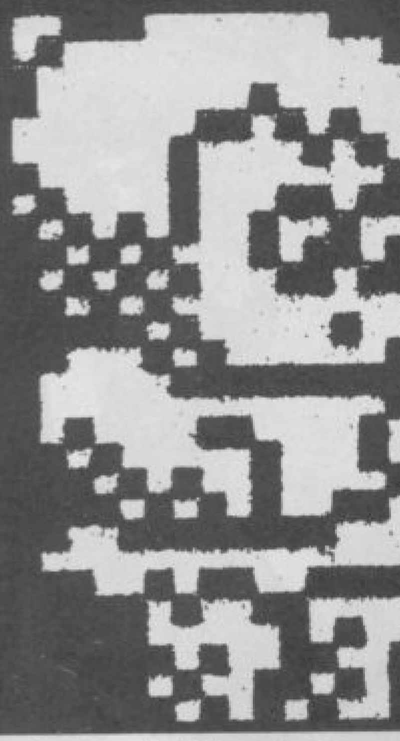
Wonder isn't always that wonderful! Think of Wonderloaf, the blandest bread since sliced polystyrene. When you discover that **Wonder Boy** is yet another scrolling running, jumping and collecting game you may wonder whether you should part with your dough.

But, wonder of wonders, **Wonder Boy** isn't the blunder boy he might have been, because despite the hackneyed plot which has you rescuing yet another damsel in distress (called Tina!!!), this is one of those well balanced games that slowly seduces you, and every time you lose a life you'll feel you have to have just one more go.



ARCADE REVIEW

WONDER BOY!



FACTS BOX

A fast and smooth playing running and jumping game with enough variation between levels to keep you hooked

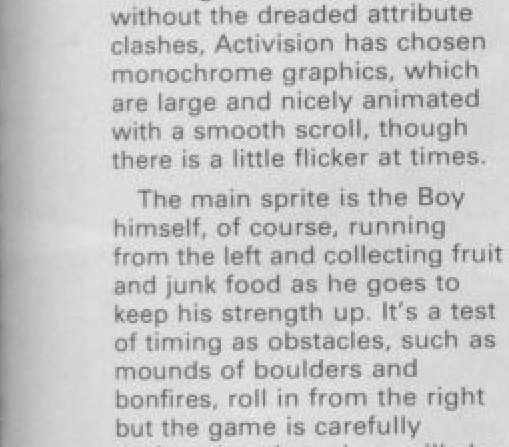
WONDER BOY
Label: Activision
Author: in-house
Price: £9.99
Memory: 48K/128K
Joystick: Kempston, Sinclair

Reviewer: Jerry Muir

★★★★☆ 8

To convert the original Sega arcade game to the Spectrum without the dreaded attribute clashes, Activision has chosen monochrome graphics, which are large and nicely animated with a smooth scroll, though there is a little flicker at times.

The main sprite is the Boy himself, of course, running from the left and collecting fruit and junk food as he goes to keep his strength up. It's a test of timing as obstacles, such as mounds of boulders and bonfires, roll in from the right but the game is carefully designed so that a leap will also often collect a banana or apple. This sort of neatness lets you build up a natural rhythm, at least on the first levels, so you don't have to break your stride.



Also scattered along the path are the amazing giant eggs. Breaking these open will reveal some sort of aid to Wonder's quest, such as the invaluable stone axe, which lets him fire at the giant frogs, snails and other nasties. There's also a skateboard, which speeds your hero's progress and even guardian fairies who provide temporary protection.

Eventually things get more difficult though. The continuous path is replaced by a number of platforms, though a little nerve and last-minute leaps will see you across these. But inevitably, Boy will collide with a wandering animal. This need not mean instant death – instead the objects collected will vanish until he's only got his life to lose.

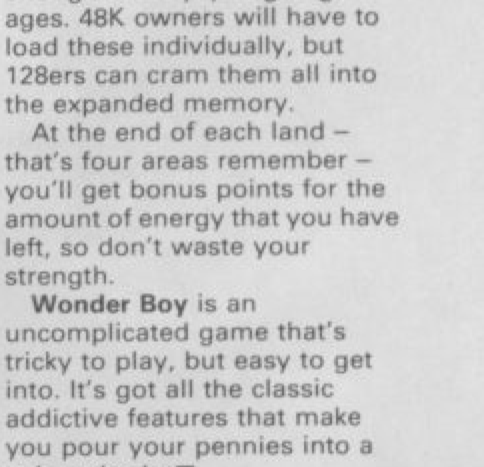
Falling off the edge of a cliff doesn't give you a second chance though. Neither does running out of energy. But at least you're only sent back to the start of the current section, not the whole game.

Just when you think you've got **Wonder Boy** beaten it throws up some new surprise. You've learnt when to jump off the clouds that float up and down but when you'll suddenly find youself on one that's gliding sideways, and if you don't stop running you'll slide over the edge. You'll also have to learn when to use the extended jump, achieved by pressing fire along with the relevant movement key.

Playing **Wonder Boy** is a process of learning what lies next and being prepared for it. That's why it's so seductive. As you die you realise your mistake and you're determined not to make the same slip next time, so back you go... But don't worry about exhausting the program too quickly because with seven territories of four lands, each of which consists of four areas, there's undoubtedly enough to keep you going for ages. 48K owners will have to load these individually, but 128ers can cram them all into the expanded memory.

At the end of each land – that's four areas remember – you'll get bonus points for the amount of energy that you have left, so don't waste your strength.

Wonder Boy is an uncomplicated game that's tricky to play, but easy to get into. It's got all the classic addictive features that make you pour your pennies into a coin-op's slot■



PLAYING TIPS

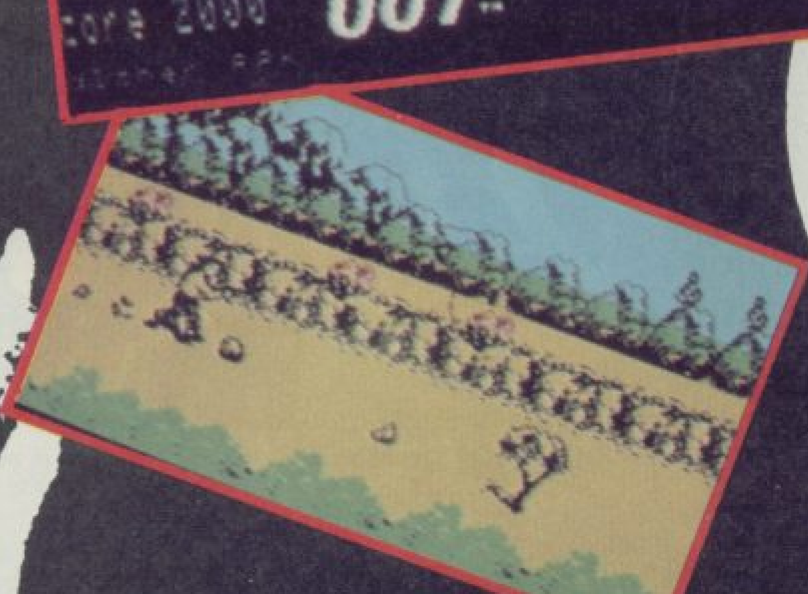
- **Running into eggs can knock the objects they contain forward which may put them out of reach. It's better to jump onto eggs.**
- **When Wonder Boy is on the skateboard he can't stop moving forwards, which may lead him into danger, so use it with care.**
- **Try not to collide with the piles of boulders because they slow Boy down and he may run out of strength. Collect as much fruit as possible for energy and extra points.**
- **While it is possible to tackle the later levels without the axe, you'll find it much easier to wipe out floating nasties rather than jumping over them.**
- **Don't get so self-confident that you keep on running after the first land – you can't leap from some platforms until they've moved.**

Bond-wise Domark didn't have much to live up to with The Living Daylights.

A View to a Kill was commonly regarded as, if not an unmitigated disaster, at least a mitigated one.

On the other hand, after Trivial Pursuit, Domark suddenly won itself a reputation for putting out good games. Would Daylights be any good? Read on . . .









DAY

PLOT AND STRUCTURE

Plot follows the film pretty closely in that you can more or less relate sections of one with bits of the other. This is partly because, like View to a Kill, Living Daylights is split into a number of distinct sections each based around a scene from the movie.

On the other hand it so happens that each of these sections can be reduced to dodging and firing just like every other completely unrelated-to-James-Bond run-of-the-mill computer game you ever saw.

Actually looking at the game, it is some of the bizarre settings and odd charcters that really suggest that this is a game based on something else, ie, the movie.

Who is that sprite that runs along with Bond in Level 2? Actually he is Koskov the Russian defector as it happens but it doesn't make the slightest difference to the game. Why does one of the bad guys look like a milkman? Same reason, same irrelevance.

The most distinctive thing you first discover about the game is its structure. Like A View to a Kill, the Living Daylights is really a compendium of smaller games – eight in fact. Each one reflecting a different section of the film's plot.

Each of the levels is preceded by a section in which you must choose a weapon from a selection of four, which you think will best help you on that level. This is a matter of intelligent guesswork mostly. Could the Bazooka be used against the Helicopter? This bit does, I suppose, introduce some strategy into the game but only until you make the right guess – then you know forever.

FACTS BOX

Much better than A View to a Kill, The Living Daylights is a compendium of eight goodish short games in one package

LIVING DAYLIGHTS
Label: Domark
Author: Design Design
Memory: 48K/128K
Joysticks: various

Reviewer: Graham Taylor

★★★★★★★☆☆ 7

THE LEVELS

1 Gibraltar: It must be Gibraltar because it says so but anyway it's a leafy, rocky, foresty kind of place where you, as Bond, run along jumping boulders and trying to hit SAS men with shots from your paint gun (this is a training exercise).

However, it turns out one of the SAS is a grade 1 baddy and to deal with him you'll have to exchange your paint gun for some more serious ballistics. Get past the SAS bullets and kill the bad guy. Jump rocks. IMPORTANT CLUE: the baddy will be sigularly unimpressed if you try to get rid of him using your paint gun.

2 The Music Conservatory: A change of back-drop and Bond runs along shortly joined by another sprite. Snipers try to blow you away and you can either fire back at them using a target cursor or (a far better ploy I found) run away as fast as possible. If you do fire back be careful not to hit the innocent music goers (who are probably already having a hard enough time with wheel clampers.)

3 The Pipeline: A large number of pipes in this one. Don't let metal fall on your head and leap over and under various pipe-like obstacles in your path. Who's that man with you. It's Koskov of course. Does he do anything? No.

4 The Mansion House: Watch out for the frenzied milkman who is chucking things at you (dodge) and there's a helicopter dropping enormous bombs in your path. Run very fast wherever you can, kill the various milkmen as quickly as possible (good playing tips, huh?)

5 The Fairground: Set in a fairground surprisingly. Shoot the balloons. Yep, that's it.

6 Tangiers: Runny jumpy over the exotic rooftops which are also well supplied with armed guards longing to kill you. Kill them first.

7 The Military Complex: Helicopters and bikes! And people throwing things at you!! And more shooting . . . you get the idea

8 The Base: Last screen, Whittaker is the ultra baddy dodge everything that gets chucked in your way and kill him thereby saving the world yet again.

GRAPHICS AND SOUND

Not bad actually. At least Bond doesn't look so much like a ballet dancer this time. On the other hand he doesn't look

007





LIVING DAYLIGHTS



much like James Bond either . . . just some ordinary bloke . . .

Animation is goodish – some nice leaps and tumbles and a realistic running motion. Backgrounds are pretty detailed though some levels look better than others – Level 1 is impressive, Level 6 a bit of a dodo.

For 48K the sound is astonishingly good, astonishingly astonishing even. But naturally you don't get the nify 'one channel pretending to be the entire London Philharmonic Orchestra' stuff.

GAMEPLAY

The big one. It turns out the game is surprisingly good fun to play. The first level is very difficult – the next two easier and after that it gets harder and harder.

Although really The Living Daylights is eight little games in one the way energy levels are carried over from section to section makes for at least some sense of continuity. I spent many hours with an irritable attack of the just-one-more-goes.

VERDICT

The Living Daylights is not earth shattering – but it's quite good. In no respect is it a dodo and in a sound and the all-important gameplay it is really quite impressive. For those peculiar people who might actually buy a game because of the film it is linked with – well at least they aren't ripped off.

For those who couldn't care less about the film tie-in aspect, Living Daylights rates a look. Domark's reputation looks like surviving to fight another day (skin of teeth though, lads)■

007

ARCADE REVIEW

BRIDE of FRANKENSTEIN

Which came first, The Monster or The Bride? According to the 1935 film **The Bride of Frankenstein** starring the recently departed Elsa Lancaster, it was the monster, but 39 Steps has taken a bit of ghoulish licence and made The Bride the first creation in its pretty good 3D arcade-adventure style release of the same name.

You get to direct the figure of the bride building up the monster from parts of recently buried bodies she finds in the cemetery near the castle. She needs lungs, kidneys, a liver, a heart and a brain. Butcher's offal won't do, so remember, when you start her digging in the graveyard the first part you unearth may not be the best!



Before you start digging, though, you've got to find a pick-axe or a spade, as well as a host of other useful accessories, all of which are hidden in the 60 rooms in and around the Castle Frankenstein.

The Bride looks like a sleep walker in night cap and gown, and her innards are just as dodgy as her outward appearance. She's equipped with a heart monitor and globe bottle, which contains her green life elixir. Her heart-rate increases when she meets ghosts and skeletons, speedy creatures who can easily trap her in a corner or trap her between their bodies until her heart races and bursts.

Fear also drains the elixir from her veins, and once it's gone she loses her one life (?) and you have to start again. You top up elixir from a bottle in The Sanctuary, but first you've to find this rest place. Not an easy task because most of the castle's doors are locked.

Collect the organs and, if you've unlocked all the necessary doors in the first two game phases, you can zombie-walk your way up to the tower where your lover lies.

Despite reliance on plot concepts and graphic style from games such as Ultimate's **Pentagram, The Rocky Horror Show** and **Nosferatu, The Bride of Frankenstein** is a fabulous romp.

You don't get many clues and may have to rely on blundering luck rather than logic. That may put you off to start but, if you stick with it, **Bride** will reward you handsomely■

FACTS BOX

Addictive horror-arcade-strategy-spoof. A mixture of re-animated plot and 3D graphics combined to good effect

BRIDE OF FRANKENSTEIN
Label: 39 Steps
Price: £8.95
Joystick: various
Memory: 48K/128K

Reviewer: John Gilbert

★★★★☆ 8




STAYING ON THE ISLAND?
Summer HOLIDAY Special
KILLER RING
FROM REAKTÖR CASSETTE C64/128
IF IT MOVES, SHOOT, IF IT DOESN'T, SHOOT IT ANYWAY! TRY TO REACH THE ALIEN SPACEMAN AND BLOW HIS HEART OUT!
FUN PRICE!
MOUNTIE MICK'S DEATHRIDE
INCLUDES ENGLISH, FRENCH, GERMAN & DUTCH BOOKLET!
C64/128 CASSETTE
YOU VARMINT!
BLAM!
AARGH!
REAKTÖR
MICK, THE INTREPID MOUNTIE, MUST STOP THE VICIOUS McCLUSKY GANG FROM ROBBING THE TRANS-CANADIAN EXPRESS. KILL OR BE KILLED!
DEADRINGER
REAKTÖR C64/128 CASSETTE
DEADRINGER – NO LONGER A SPORT, JUST A FIGHT FOR SURVIVAL. THE ULTIMATE IN SPACE-RACE STADIUMS.
REAKTOR BRING YOU A ONE-OFF SUMMER MADNESS SPECIAL!
ALL AT £4.99
(ONLY AVAILABLE ON CASSETTE)
MARKETED BY ARIOLASOFT
REAKTÖR





GORDO'S HELPLINE

Some things are pretty predictable in adventures, so let's kick off this month with a bit of guesswork, inspired by a gratifying little missive from Andrew Biswell of Chessington.

"I buy SU just for your column and I must confess your immeasurably superior and more readable coverage won me over from a rival effort. *(This is the sort of mail I appreciate – Computer and Veggie was the opposition in this case – GG).* You're the New Light of my life ... anyway, to the point.

Back in the real world of gumshoe

Matt Lucas

Kevin Jones of Burnbank, Hamilton has more mundane troubles. "Please tell me what to do with the car and also how to survive in the boat – I keep getting killed in the open sea because I run out of fuel. How does the safe open? I do have a number, 685743, but how do I use it? Where's Harpinger and what should be done with the drug pusher who runs off?". Thee are two cars in the game: your own which breaks down at the start position and also one near the filling station. Ignore the first motor, it's the second which is useful and ties in with the boat's fuel crisis. West of the start position there's a container and, by the bungalows, you'll find a piece of tubing. To get the fuel for the boat take these to the car. Now 10,5 and 13,5 to fill the container. All you need to start the boat is an ignition key.this is behind a picture at Joe's place and you can start the boat by 10,15. To navigate you'll also need a map – but you didn't aks me where that was. As far as the safe goes, you've got all you need to open it with the number – which is found on a note inside the vase at Phil's place. Basically you simply dial the number and open the safe. The pusher? Just blow him away, it's what he deserves.

Finding Harpinger is the aim of the game, so you'll just have to play through until you reach his prison where he's stuck inside a small cage.

J Neary of Strood has a grave problem. "Can you tell me the password after you tap on the gravestone and also whether it's possible to cross the swamp? Ta." If you remember, you overheard a conversation way back in the club. 'The word is out...' was part of it. S, at the gravestone 11,7 to gain entry to the nether regions. The swamp? As far as I know it's a deathtrap plain and simple, so leave it alone.

On to

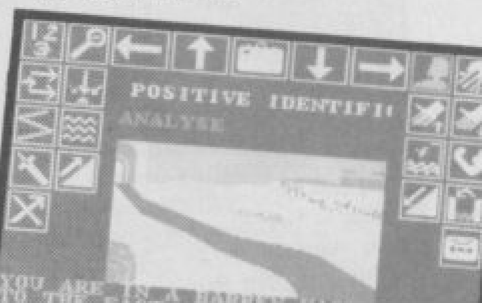
Kobyashi Naru

for which I've received two full solutions from Ray Cole of Bilborough and Dave Kyle, Lincoln. Thanks guys, the tips are going to be ideal for Boggitman of Kidderminster who, besides being stuck in the first section, has also got other problems in the other two.'

"In the Door of Wisdom, I've got the Solance and the Omask and have located the Pearl inside the Klam – which keeps killing me. In the Door of Understanding I have the Lasa and can get the Wheel but the droids keep getting it back. I may need to go down into the pit but can't find the way down. Any help would be useful."

OK, first let's deal with all those who've got troubles in the first Door of Knowledge section by giving you Ray Cole's solution for it. Says Ray:

"Get the Schimitax and go south. Analyse the plant and get the leaf. analyse the tree and throw the Schimitax at the stems of the pods. A pod will fall. Get it and then go N and E. You'll now find yourself in the grip of a Krakoid. Activate the pod and throw it into the Krakoid's mouth – maw is the word in the text. It will then throw you over the thorn barrier.



Get the fungus and go S. The blue flower is the key object to this part. Get it and use the leaf to stop yourself choking on the mist that rolls in. Go N and ascend the Obelisk. Jump the barrier, go W three times, then N to the games room."

Boggitman's Klam problem is important as the pearl is the key object in the Door of Wisdom. You can use the Solance to drop the Klam open and thus escape to the vines, down a cliff and back to the games room.

In the third section, it's best not to view the droids as opponents – in fact they will actively help you. When you reach the pit, throw the wheel down into it. One of



GORDO'S HELPLINE

the droids will go and retrieve it for you. All you need to do now is jump on to the droid and it will take you straight to the citadel.

"Whilst slogging my way through an old favourite,

Twin Kingdom Valley

I found myself suddenly and unpleasantly without light in nauseating and dark spot," says Andrew Biswell. I typed in *(Expletive Deleted)* and got the response 'I don't understand'. Adventures never do, said I, and back came the answer 'You can't go down'. When I informed the machine that I didn't ask to, wally, it told me that 'You have the following: A bag of gold, a short dagger, a small flint stone and an unlit oil lamp.' Just who asked for an inventory?"

Well you did actually, by entering *I* as the abbreviation – and that, I'm fairly sure, is where the answer to your light problem is too. I've mentioned before that I don't own this game but it's reasonable to assume that if you've got the flint, steel – in the shape of the dagger – and an unlit lamp then you've got all the makings for a lit one. In most of these early games, flint is only there for striking a light, so try hitting it on the dagger or words to that effect.

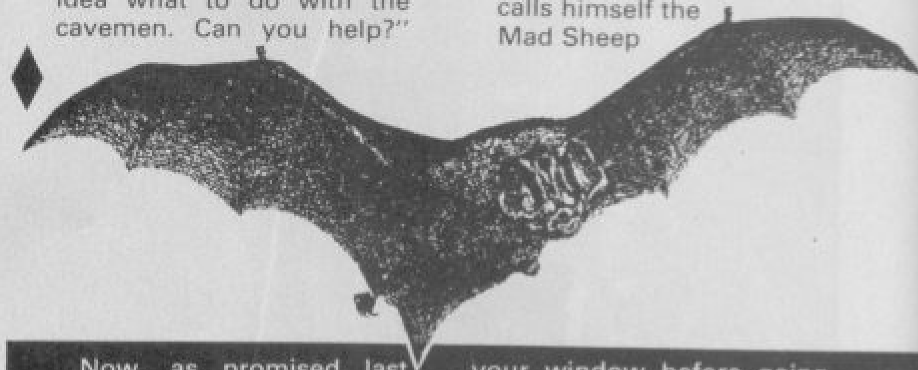
Now I suppose I'd better wait for all the letters telling me how wrong I am but, better still, why not let me know what's your favourite computer response to the kind of language we're not allowed to print here! Is it the puritanical Mary in **Valhalla** or the blank screen you end up with if you input Ronald Reagan in **Valkyrie 17**? Postcards, please, by return.

A touch of the Level 9's next, with a plea from Johnny Lundberg of Orebro, Sweden. "In

Lords of Time

I'm stumped in the prehistoric period because I've no idea what to do with the cavemen. Can you help?"

Certainly can. The cavemen can be found in the dry cave and can be most unpleasant if you don't distract them suitably. To do this you'll need the mirror from the Pit, W of the prairie in the same time zone. Drop this beside the cavemen and don't try to push your way past them. In the same game and same zone, someone who only calls himself the Mad Sheep



Now, as promised last month, Part One of David Edwards fine solution to CRL's sucking saga

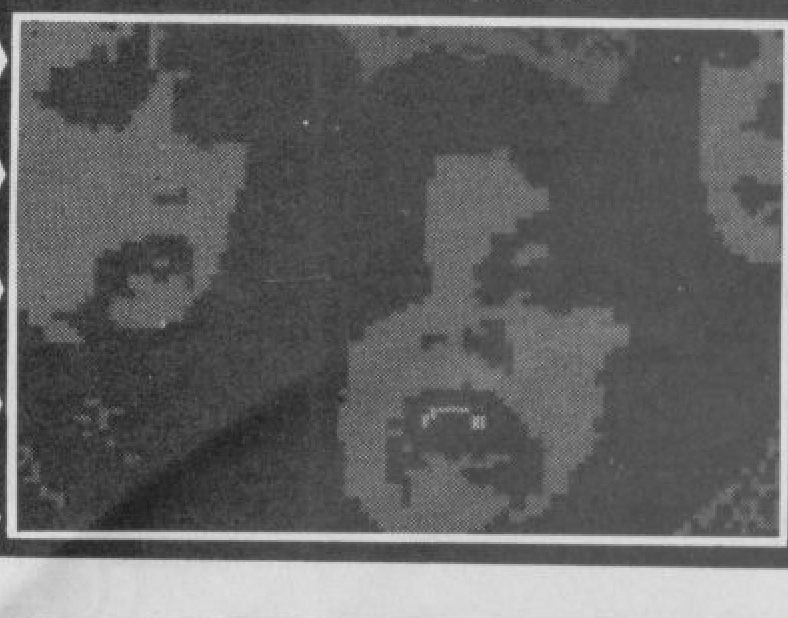
Dracula

"At the start, attempt to E – at this point the coachman will bar your way. Give money and the coachman will leave. Go E into the hotel. Inside go S and examine the desk, where you'll see a bell. Ring it – at which point the innkeeper will appear so sign the register, when you'll be given the key to your room. Go N back to the hall and E into the dining room. So long as you signed the register you'll find a spare seat there, so sit down. Read the menu, choose some food – then you'll find the combination of food you choose will have an effect on your dreams later on.

If you're attacked in the dream sequence, here are the solutions to the problems. When attacked by a wild dog, look around, look table, get bone, give dog bone and then return to bedroom. Choked to death? Go to bed sooner. Killed by the innkeeper? Never leave your bedroom without having a lit lamp. Attacked by wild birds? Make sure you close your window before going to sleep. If you're forced to jump from your own window, your fate is inevitable, so try eating a different combination of foods.

Once you're in your room, look around, open the drawer and get the match. Light or strike the match and light the lamp. In the morning go downstairs and immediately W out of the hotel. Have a look around and sit down on the bench. Now Wait – four times. However, if you don't leave the hotel immediately you will receive a message saying that the coach has arrived. Do not enter this coach as it will crash on the way to the castle. Once you're outside the proper coach, give the name Jonathan Harker and you'll be allowed to board. End of Part One."

In Part Two, Darren Crawford, in Walsall, is having too close a shave. "Dracula keeps biting me after I've cut myself shaving in the morning. Is there a way to prevent this?" Surely. When you wake in the morning, head N straightaway and find the cloth. If you look around you'll also spot a tray. By polishing it with the cloth you'll be able to avoid cutting yourself.



The QUICKIES

SINBAD AND THE GOLDEN SHIP: B. Christian of Barrow-in-Furness can't get down the stairs "into a dark room – do I need the orb for this? Also if I kill the skeleton in the orb room, the wizard can kill me every time because I've lost all my strength and can't pick up my axe again." In the same room as the orb is an iron cage. As soon as you've killed the skeleton get into the cage which shields you from the wizard. 18,2, take what you find and throw it at the wizard. Now you can get the orb to light you down the stairs and into Part Two.

BUGSY: Aaron Owen, Keith Nute and Simple Sam have all done over the Post Office, even robbed the pawnbrokers, but don't know how to continue. Well, next thing is to rub out the guys in Downtown Chicago. Get the dough from their pockets and with it buy three cop uniforms. Now 12,4 and 8,19,16. Thus equipped you can rob the bank and proceed to Part Two. Thanks to Larry Moon for the tips.

BOGGIT: Back again, the same old problem. James Williams of Hackleton "can't even get out of Bimbo's House, get into the chest or open the medicine cabinet. 24,17 the chest where you'll find a diary that contains a wrong date. This is the combination for the front door. Don't bother with the cabinet, I think it's just a red herring.

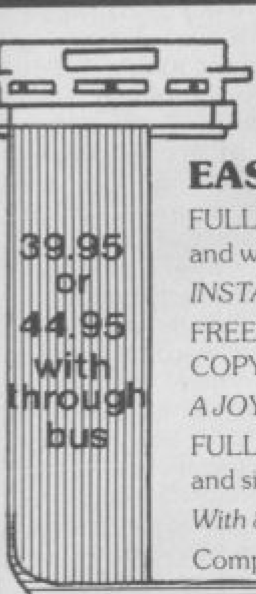
MINDSHADOW: "How can I get hold of some money in the Second Part?" whimpers A Baker, self-styled General of the 3rd Mad Celt Rifles, as he threatens me with the wrath of the Celts. Watch it, sunshine – I'm one as well and I guarantee I'm madder than you. Tankards at dawn suit you? As to the cash, try searching the prostrate fat man in the dark alley. Know ye not, unwashed lout, that I am one of the Three Stout Chieftains of the Island of Britain? Pah...

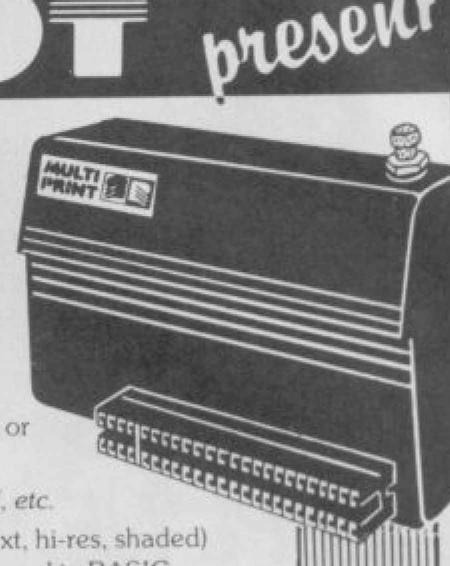
EUREKA: Binsearcher of Edinburgh claims a soul full of simplicity and because of this disability can't get past the "dinosaur that steps on you in the Prehistoric period". Don't worry, just 25,22. If you leave the location with the beast there you'll definitely get stomped. Take the log when it's gone.

BORED OF THE RINGS: Still coming in are a number of pleas for the hoary old chestnut of opening the Morona Gate. Simply 23,21 folks. Look carefully around Featherwop to find it.

ROMANTIC ROBOT *present*

MULTIPRINT™





AT LAST: THE MOST VERSATILE AND YET EASIEST TO USE SPECTRUM PRINTER INTERFACE

39.95 or 44.95 with through bus

FULLY compatible with Spectrum (+), Spectrum 128, Spectrum 2+ – 128K & 48K and with add-ons like Interface 1, Opus Discovery, VTX 5000, etc.

INSTANTLY usable – has EVERYTHING you will ever need in its 8K ROM and 8K RAM

FREEZE button – to activate MULTIPRINT anytime – STOP any program, LLIST it, SAVE or COPY screens, use built-in MULTI-TOOLKIT, (re)set MULTIPRINT, LPRINT, etc.

A JOY to use – MENU-DRIVEN with screen prompts, one-touch commands, error-trapped, etc.

FULLY PROGRAMMABLE – line feed, width & spacing, margins, various COPY types (text, hi-res, shaded) and sizes (whole or parts, standard or large), tokens – all can be instantly set AND programmed in BASIC

With 8K RAM EXTENSION (for m/code or data) + built-in MULTI-TOOLKIT + 1.2m printer cable

Compatible with GENIE disassembler ★ Optional through bus to connect other peripherals ★ Fully guaranteed

THE ULTIMATE MULTI-PURPOSE CENTRONICS PRINTER INTERFACE



PROBLEM: HOW DO I PUT ALL OF MY SOFTWARE ONTO TAPE, CARTRIDGE, DISK OR WAFER?

SOLUTION: WITH THE multiface!

Load ANY program as usual, stop it at ANY point and SAVE it – it works EVERY time, it is fully automatic, idiot-proof, just sit and watch.

Menu-driven with prompts and one-touch commands: 1) Push button 2) Select function: exit/return/save/tool/print/jump 3) Input name 4) Save program or screen to tape/microdrive/wafadrive/Discovery. Special versions also for Disciple, Beta, Kempston (please specify!)

Needs NO extra software, takes NO part of SPECTRUM RAM – has ALL in its own 8K ROM & 8K RAM

Extremely simply to use, friendly, 100% reliable, fully error-trapped, guaranteed – PURE MAGIC

Most powerful & efficient compressing for fast re-loading and taking minimal room when SAVING

Built-in MULTI-TOOLKIT with extensive facilities to study/modify/develop programs. Essential for hackers.

Through extension bus ★ Programs saved with MULTIFACE run on their own (except hyper tape back-ups)

MULTIFACE has two versions: ONE or 128. Both SAVE to TAPE, MICRODRIVE and DISCOVERY but



multiface one

Saves also to WAFADRIVE, BETA and KEMPSTON
Works on any Spectrum but in 48K mode only
Has a built-in Joystick Interface (Kempston)

multiface 128

Saves also to DISCIPLE + tape at hyper speed
Works on any Spectrum – 48K and 128K
Formats microdrive cartridges to 100+K

multiface EVERY SPECTRUM OWNER SHOULD HAVE ONE

GENIE



Applied magic for the Spectrum hackers:

A unique combination of hardware and software that can disassemble ANY program at ANY point.

Just install GENIE into MULTIFACE or MULTIPRINT 8K RAM extension, load ANY program, RUN it, STOP it when you wish and let GENIE disassemble it – it is SO simple...

GENIE can also DUMP to printer, SEARCH and FIND text, op-codes, etc., VIEW and ALTER contents of memory or Z80 registers, etc. Simple to use, ingenious, educational. Essential for any m/code user – solid gold for hackers.



MUSIC TYPEWRITER

Complete music system: write, edit, play, store and print music with REAL NOTATION. Sheet music print-outs, great fun, ideal educational tool – superb value for money.

TRANS-EXPRESS

The software way of transferring Spectrum programs. 4 utilities for Microdrive, 2 for Wafadrive, 2 for Discovery. Vital for disc/cartridge maintenance. Ask for details.

Wriggler

Unique maze/arcade/adventure mixture. A CRASH SMASH.



Also available: the VIDEOFACE digitizer – put your favourite pictures from a VIDEO CAMERA or RECORDER onto your SPECTRUM! Options to SAVE, PRINT, animate etc. HI-TECH FUN at its best.

I enclose a cheque/PO for £............... (UK & Europe please add £1 overseas £2)

or debit my [Access] [Visa] No

Name .... Card expiry..............

Address ....

Please send

MULTIFACE ONE	£39.95 ☐	MULTIFACE 128	£44.95 ☐
MULTIPRINT	£39.95 ☐	w/through port	£44.95 ☐
GENIE GENIE 128	£ 9.95 ☐	VIDEO DIGITIZER	£69.00 ☐
MUSIC TYPEWRITER	£ 7.95 ☐	WRIGGLER	£ 2.95 ☐
TRANS-EXPRESS cartridge ☐ disk ☐		wafer ☐	£ 9.95 ea

ROMANTIC ROBOT UK LTD 15 Hayland Close London NW9 0LH ☎ 24 hrs [Access] [Visa] 01-200 8870 SU





GORDO'S HELPLINE

grovels. "Even though I'm a bloke I agree wholeheartedly with Wendy Nada – you're gorgeous. So much for crawling and down to business. I've got out of the Pit but now the Brotosaurus won't allow me to go any further." This occurs just before the cavemen sequence I've just mentioned and the solution rests again with the mirror. All you have to do is wave the thing at the saurian. Mad Sheep continues:

Also, how about some help with

Snowball

First of all, I've used the fault probe to find out what the janitor robot at the rubbish tip needs to be repaired. Trouble is I can't seem to trace the bearing it asks for. At the store I can't get anything from the store androids despite having tickets. By the way, who is the enlarged graphic to the left of you magnificently streamlined person in the May edition?" I'm as flummoxed as you about the graphic, Sheep me old son. Hazarding a guess I'd say it was either a cross between Batman and an enraged steer or else the Mad Celt himself beaming into Chateau EMAP after a hard night on the beer (actually it was something horrible from **Kwah!** – Ed). The bearing problem I can hack though. I think you should find it in the Cramped Space N and E from the rubbish tip where the janitor hangs out. The store androids are a real brain-mangler. Basically you're after the welding lance and, put simply, the robot at each window needs the ticket from the machine diagonally opposite to it. You have to give a green ticket to the admin robot or a red ticket to the stores robot to get anywhere. You'll need to exchange one form for another. So red gets you orange which gets you yellow, gets you green. Give this for the lance. But . . . giving the credit card to the stores robot will entitle you to anything.

Now here's a map of the first section of

Mordon's Quest.

The solution and drawing courtesy once again to S Duncan. Here goes:

From bedroom

Take Blanket, S, W, N, Take Newspaper, E, N, E, Climb Drainpipe, N, S, W, S, (Mordon appears), Yes, N, E, Take Transporter, Take Torch, Light Torch, N, N, N (Into the jungle area)

Jungle area

E, Drop Blanket, E, Take Tusks, Transport Tusks, Take Bamboo, NW, NW, Take Berries, NE, SE, E, Take Thorns, Make Blowpipe, N, NE, NE, Use Blowpipe, Take Pygmy, Drop Bamboo, SW, E, Give Pygmy to Plant, E, E, Frog, W, W, W, NE, N, E, S, E, E, NE, E, S, SE, SW, S, E, NE, SE, SW, Take Dagger, SW, E, E, Take Metallic, Transport Metallic, W, W, NE, NE NW, SW, W, N, NE, NW, N, W, Sacrifice Frog, Take Jade, Transport Jade, Take Gems, Transport Gems, N, SW, NW, NE, Take Piece, Transport Piece, SW, SE, Go Rubble, Drop Transporter, W, W, D, Take Pyrites, Break Pyrites, Take Diamond, Take Pyrites, U, E, E, Take Transporter, Transport Diamond, D, E, N

Time Machine

Answer phone "All that glitters in not gold" Dial 1611 "A barrier should be no problem to one with perseverence"

The wall has a plate which is a transporter and you will emerge at eith N= Undersea Area, N = Roman Area, S = Jungle Area or S = Futuristic Area.

That pretty well wraps it up for this moon but if there's anyone out there who can draw fancy maps, let's be having you. Kelly will squeeze 'em in if they're arty enough. Bye.

GORDO GREATBELLY
Another Celt

Information Exchange

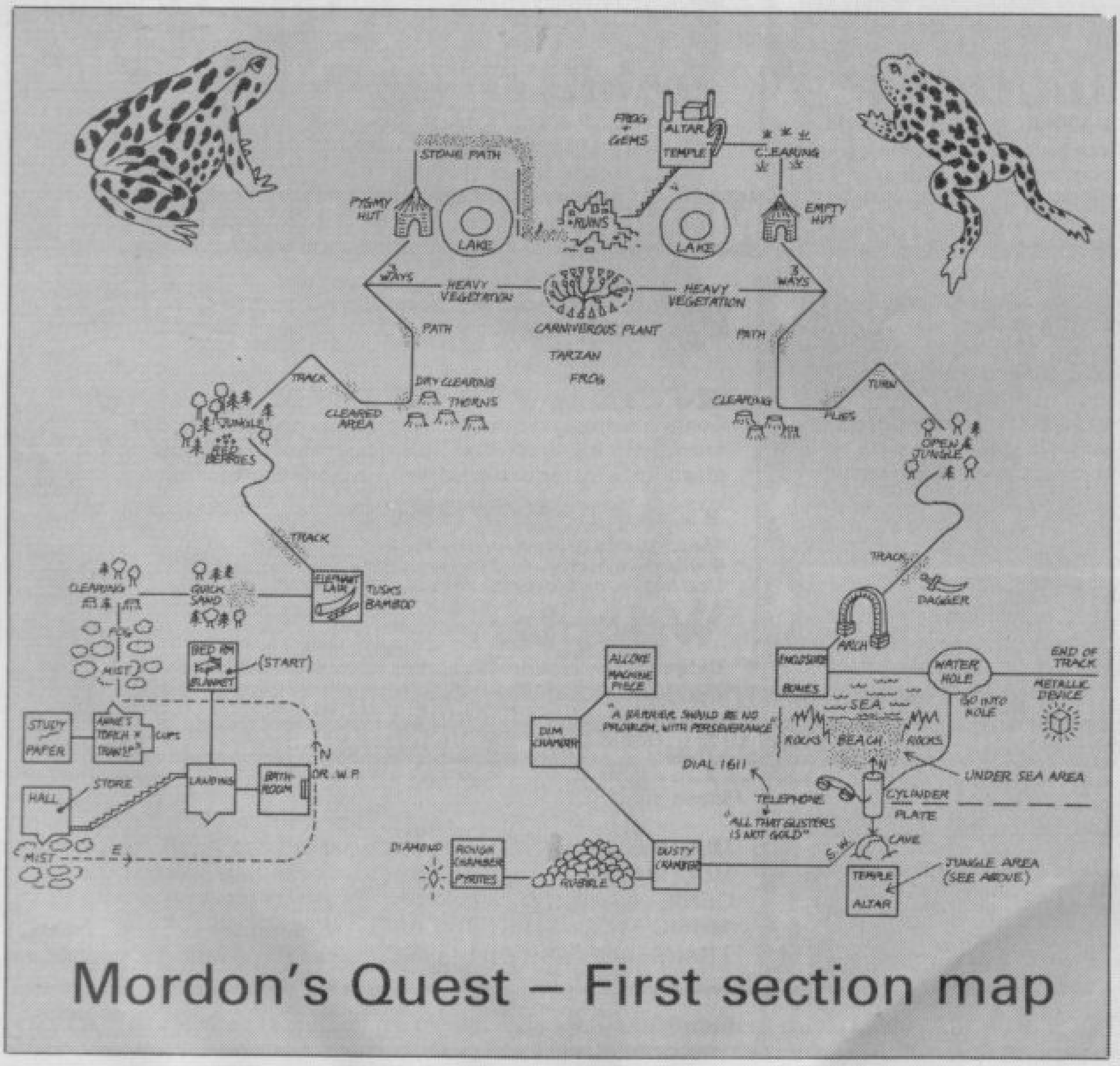
● Lippy the Baboon of 135 Raven Court, Old Trafford, Manchester M15 5QA, needs help with **Lord of the Rings, Moron, Return to Ithaca** and **An Everyday Tale of a Seeker of Gold** (never heard of it). In return he can offer help with a full solution to **The Neverending Story** – 128K version. Send an sae plus a banana perhaps.

● Mike Starkey, 6 Glaisdale Close, Wistaston, Crewe CW2 6SF, would like anyone to tell him how to get back across the brook in **Terror at the Manor**, whilst AS Brown, 6 Greig Place, Lochgelly, Fife KY5 9PD, can provide answers for **LOTR, Hobbit, Urban Upstart** and **Terrormolinos.** All he asks in return is an sae.

● There's another fanzine around called **Insight**. It's a similar sort of production to **Adventure Probe** and is now in its sixteenth issue. My sample Issue 15 featured solutions and tips to **Colour of Magic, Waxworks, Infidel** and others. Not bad for a quid, it's available from Ron Dawson, 41 Union Court, Otley, W Yorks LS21 3NW.

GREATBELLYS THINGY

1: GUANTLET 2: CAGE 3: EARS 4: WAREHOUSE 5: TUBE 6: RODS 7: OUT 8: HIRE 9: COVER 10: INSERT 11: SAY 12: VISIT 13: SUCK 14: WEAR 15: KEY 16: TEAM 17: INTO 18: EXAMINE 19: FERGUS' 20: BOLT 21: PEPPER 22: STILL 23: DROP 24: CLIMB 25: STAY



Mordon's Quest – First section map


MYSTERY OF THE NILE
Thrill to the perils of our intrepid trio as they battle against the evil of Abu-Sahl.
Wonder as their fearless exploits carry them across sun-baked deserts and through palm strewn towns in search of adventure and Abu-Sahl's downfall.
All this heraism and more will be available for your Spectrum, Commodore and Amstrad (cassette £7.95, disc £12.95), at all good computer stockists soon.
FIREBIRD

ORDER NOW – ORDER NOW – ORDER NOW
OUT NOW ON COMMODORE 64/128
COMING SOON ON SPECTRUM

THE DOUBLE

(LEAGUE & CUP)

NEVER – EVER – HAS a football management game been available for 66 TEAMS of which 65 ARE COMPUTER MANAGED with GENUINE MATCH RESULTS (not random) using the INDIVIDUAL ABILITIES of 1000 PLAYERS WITH AN INTELLIGENT METHOD OF MATCH PLAY.

NEVER – EVER – HAS a football management game allowed the TRANSFER OF 1,000 PLAYERS between 66 INDIVIDUALLY MANAGED TEAMS with INDIVIDUAL SCOUT REPORTS on 1,000 PLAYERS and 66 CLUBS, with WRITTEN REPORTS, plus squad details of EVERY CLUB containing their number of games playerd and goals scored of ALL 1,000 PLAYERS.

NEVER – EVER – HAS a football management game allowed you the CHOICE OF ANY FIXTURE from ANY DIVISON with GENUINE MATCH COMMENTARY (not random comments) with ALL goalscorers, ALL results for ALL matches plus League Tables and fixtures for ALL divisions with ALL games individually calculated

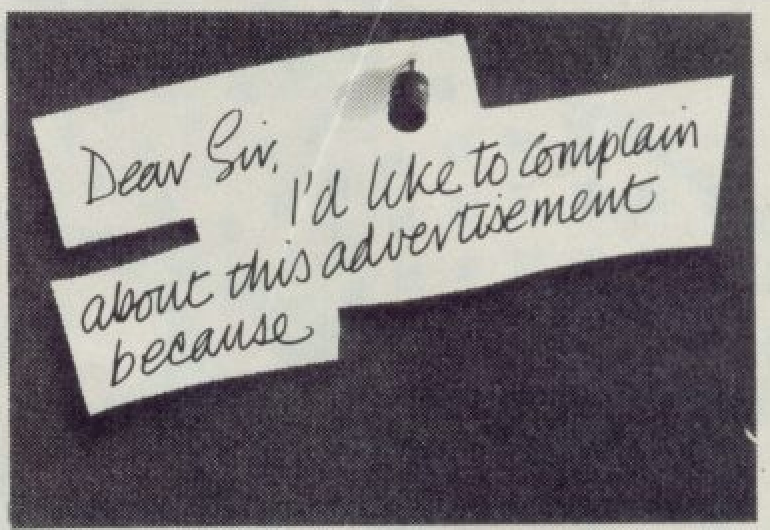
PLUS Policing, Gate income, Full administration, Staff, Injuries, Physio, Crowd control, Match programmes, League enquiries, Ground improvements, Squad details, Field positions, Hotel, Travel expenses, League fines, Promotion & relegations, Banking with interests, Match programmes, Sackings, Manager approach, Save facility, Printer option

HOW HAVE WE DONE IT? By two years of research and planning plus using the most sophisticated data compaction methods plus 100% machine code OUR AIM was to produce the ultimate in a football strategy game – we think you'll agree, we have.

WARNING – This is a serious management strategy game. (No skill levels, gimmicks, random simulation)

HOWARD KENDALL says: *"This must be the ultimate of all strategy games – excellent."*
COMPUTER GAMER says: *"This is by far the most realistic game of its kind I have ever come across."*
YOUR COMMODORE says: *"On balance the game is streets ahead of Football Manager."*
NOTE: Commodore (Match Graphics) Spectrum (Commentary)

ORDER NOW – **£10.95**
ACCESS RING 0702 710990 (from 9 am - 1 pm) (plus 50p post/packing within UK)
POSTAL ORDERS/CHEQUES TO: JOHNSON SCANATRON LTD
39 TOTTERDOWN ROAD, WESTON-SUPER-MARE, AVON.



Most advertisements are legal, decent, honest and truthful. A few are not, and, like you, we want them stopped.

If you would like to know more about how to make complaints, please send for our booklet: 'The Do's and Don'ts of Complaining'. It's free.

The Advertising Standards Authority.
We're here to put it right.

ASA Ltd., Dept. Z, Brook House, Torrington Place, London WC1E 7HN.
This space is donated in the interests of high standards of advertising.

NOW AVAILABLE – the official Spectrum Upgrade!

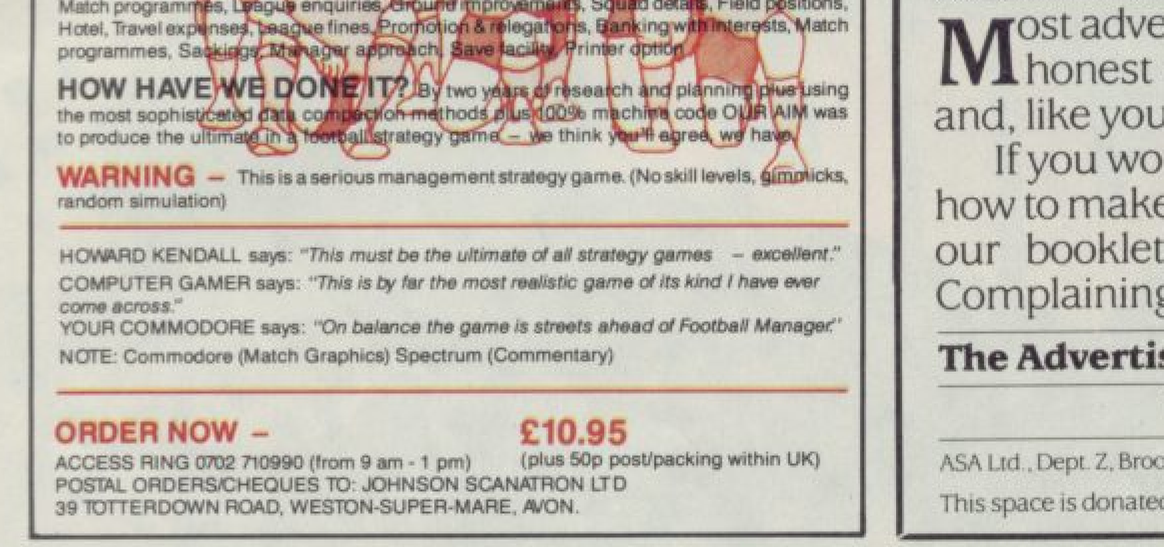
Turn your Spectrum into a Spectrum + for just £24.95

Makes a great present

+ £1.50 p + p

ORDER NOW!

ACCESS WELCOME



- Professional full-size keyboard – includes 17 extra keys.
- Responsive typewriter-style action.
- Accepts all current Spectrum software and peripherals.



The official Spectrum Upgrade. Naturally your upgraded computer will accept all the peripherals in your Sinclair system- Interface 1, Microdrives and so on - as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds **stylish looks, new capabilities** ... and new potential for the future.

Here's some exciting news for Spectrum owners ...

the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for **£31.90** + £1.50 p + p we'll upgrade it for you.

The bigger, better Spectrum keyboard

The Spectrum + measures 12½" × 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position.** There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

HOW TO ORDER BY MAIL

1. If you require us to do the upgrade for you please send **£31.90** + £1.50 p + p. Total **£33.40.**
2. Should you require the do-it-yourself kit just send **£24.95** + £1.50 p + p. Total **£26.45.**
3. If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just **£50.00** complete.

Orders can be placed by using your Access Card on the numbers below.

VideoVault Ltd.

Upgrade Dept. 140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: (04574) 66555/67761 & Manchester 061-236 0376
© Copyright Videovault Ltd. No. 682121

WIN INTERNATIONAL EVENTS



Everyone loves sport. Everyone loves getting all hot and sweaty and going red in the face and getting out of breath and coming last in the hundred metres hurdles.

For those of us who appreciate sport as a concept, but don't actually like getting our football boots wet, Anco have brought out a new compilation called *International Events*.

And because we here at SU realise that you're the sort of person who likes to practice sport without getting all hot and bothered, we're giving away free copies of the game. But that's not all.

If you're going to play the game, you're going to need a telly. And there's nothing more irritating than being interrupted in the middle of a dirt bike trial just because your dad wants to watch *Top of the Pops*. So we're going to give the first person out of the bag a spanking new telly from Amstrad! But there's more!

Sometimes there's something you want to watch on the box. But you're busy hang gliding. (On the computer, not really hang-gliding, up in the air). So you need a video to record that programme while you're playing the other program. So we're giving away a Video recorder. Too! As well! With the TV! Woo! Blimey!!

What you have to do.

Answer the questions below, complete the coupon and stick your head in a bucket of Tango. Send the completed coupon off to: I've always wanted to be on television Compo, Sinclair User, Competition Mega-Control, 14 Holkham Road, Orton, Peterborough P62 0UF.

The Questions

1 Who invented the television?
2 How many video formats are there?
3 What sport takes place in a Vellodrome?
4 Where are the next Olympic games going to be held and when?



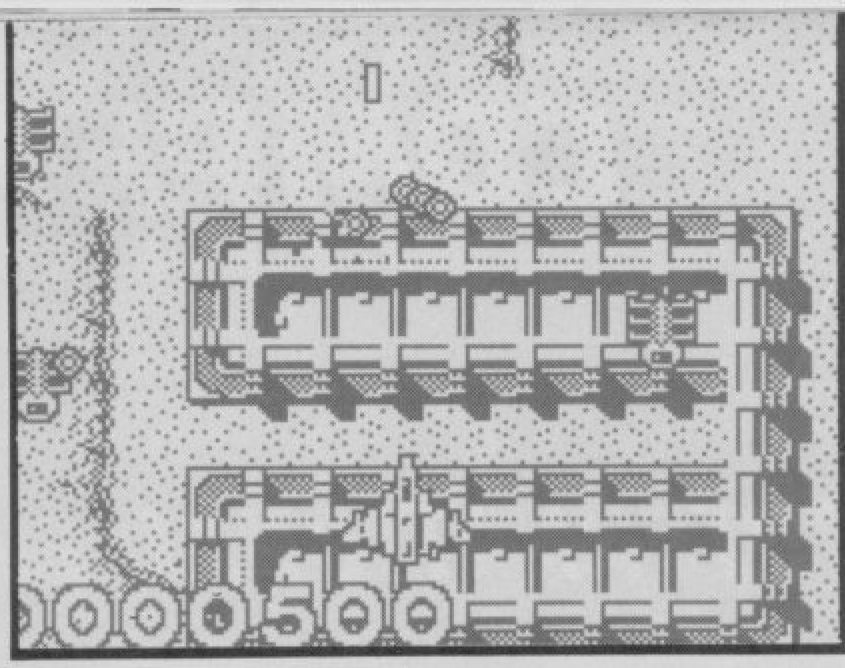
Name...
Address...
Answers
1)...
2)...
3)...
4)...

*Anyone from Anco or EMAP may not apply.

ARCADE REVIEW

Hades Nebula begins as one of those yellow sort of games.

Broadly-speaking it's **Light-Force**, only in two-colour.



HADES NEBULA

The common complaint in the SU office when we first saw the game scrolling was, "That's not very fast is it?"

But that's not necessarily a bad thing in this instance. Most scrollies start off with one or two aliens, easy to hit, minimum amount of fuss about dying, that sort of thing. But not **Hades Nebula**. As soon as your craft materialises (in a rather fetching manner I thought) you are set upon by myriad mutated mine carts.

Well, I presume that's what they are. The mutated mine carts are followed by exceedingly wobbly water boatmen, who are really out to kill you. And there are an awful lot of them. Which is why it needs to be so slow.

On the way there are various pods that you can pick up to give you extra weapons speed and so on, so you can zoom about a bit more and fly into a few bullets. You are going to need good reflexes and a sharp eye to get away from all the enemy fire, but anyone who plays a lot of shooties will already be well equipped with such skills.

What you're probably not well equipped with is the ability to see yellow bullets on a yellow background, or blue bullets on a blue background. Yes, due to a slight difficulty in separating one colour from another completely identical colour, ordinary human beings may find they have a small amount of trouble seeing the bullet that gets them up the bum.

Hades Nebula is surprisingly addictive, mainly because you become determined to avoid those rogue bullets and prove that your eyesight is not that of a mentally defective mole.

All right, so the scrolling is jerky and the game's very yellow, but you're not going to hold that against Nexus are you? (Well, perhaps just a bit)■

FACTS BOX

Curiously addictive game with nice backgrounds. Scrolling, though, tends to be a little on the slow side

HADES NEBULA
Label: Nexus
Price: £7.95
Joystick: various
Memory: 48K/128K

Reviewer: Tamara Howard

★★★★☆
★★★☆☆ 7

SLA

Listen. I'm quite prepared to die. I mean, I can admit to an error. If I couldn't hack it with the joystick – call me a dodo. If I didn't read the instructions properly – I'm a nerd. Maybe I didn't master the strategic intricacies – call me dumb but here's one thing: I DON'T WANT TO DIE BECAUSE I CAN'T SEE THE DAMN BULLETS. IT'S JUST UNFAIR.

That in a nutshell – is the big problem with Slap Fight. Otherwise it's really got a lot going for it. Excellent coin-op original, neat game ideas, very detailed and smoothly scrolling graphics, even the sound is OK.

But because of the graphic detail the display is two-colour black-and-white only (apart from twiddly bits like the score) small objects can sometimes be very hard to see. Under the general category of small objects come enemy bullets. This means that half the time your Slapfighter (a disappointingly unimpressive name) explodes in a ball of flames for no apparent reason whatsoever. I felt disappointed. Depressed even.

In all other respects Slap Fight is grade A prime material. The thing that separates this particular kill and dodge extravaganza from others is a weapon select system based on collecting stars. The more stars you collect the greater (roughly) the power of your defensive systems. You get stars by destroying particular

STAR FOX

Starfox has the ability to be excruciatingly infuriating. It's also a damned good shoot-out involving solid 3D wire-frame graphics and lots of aliens to blow away.

OK so far – but don't even think about the plot – which is devastatingly unoriginal.

I'll keep it brief: the eight planets of the Hyturian System have shut themselves off from war in the rest of the universe by constructing a cube of anti-matter around their galaxy through which nothing can pass. Or so they thought. Now the system's gone wrong and aliens have infiltrated the cube (the Rubicon). They've got to be expelled, and it's your job, as Hawkins, pilot of the **Starfox** to carry out the messy business. See – I told you it was about as innovative as a pack of ready-salted crisps.

As well as the obvious **3D Starstrike** elements in **Starfox** (both programs were written by the same team – Real Time) there is a considerable degree of strategy involved. The Rubicon acts as a three-dimensional map, and you can call it up at any time to see the location of your ship, alien forces and nearby planets. It's very important that you don't fly out of the Rubicon before wiping out all of the aliens, as leaving its protective area will throw you forward in time, and you'll have to fight more advanced aliens.

After a short time flying around, you'll come across a planet. Handy things planets. In order to use them to their best advantage, you should fly down the square wormhole affairs à la *Alien*, and guide yourself down to the surface. After a few seconds the mothership will appear. Fly up to it and dock. This is actually far more difficult than it sounds, as you have to reverse into the ship. Apparently this is because you've got to get your fuel lines round the right way, or taking



FACTS BOX

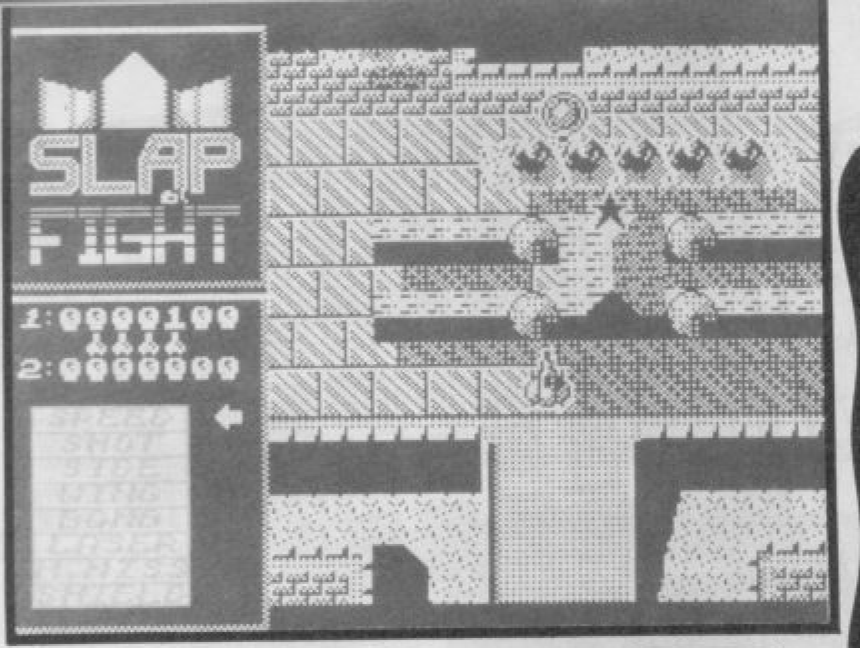
High-class though not wholly original 3D blast with some strategic elements. Fairly standard stuff

STARFOX
Label: Reaktor
Author: Real Time
Price: £8.95
Joystick: various
Memory: 48K/128K

Reviewer: Jim Douglas

★★★★☆
★★★☆☆ 7

P



FIGHT

aliens or groups of aliens. One star buys you 'speed' and you can shunt your spaceship over the screen at about twice the usual speed, larger numbers of stars win you gigantic wings which quadruple your fire power (but make you easier to hit) or incredible enemy-seeking missiles which wizz around the screen like, um, well just like guided bullets hitting targets really.

The skill comes in deciding what weapons to select where – you don't have to select the current system on offer, you can elect to wait and collect more stars for something better (it's a lot like Green Shield Stamps actually) or even, under some circumstances, something worse. This is not as dumb as it sounds – some of the earlier options may be more useful in some circumstances. For example I found lots of use for the homing missiles and not much for the temporary invincibility shield which makes you impregnable for a while but takes you back to weapons Stage 1 when your time runs out. Maybe I just like watching things explode.

The background is the usual abstract industrial landscape – geometric buildings, the odd road, runway and gun installation. The baddies are, to begin with, round and boring (later on they look like rather nasty but small flies). At certain points you get a very large and seemingly ferocious alien to deal with. Though disturbing in many ways, it responded pleasingly to a quick burst of laser fire and exploded.

I almost think this game is great except that, since half the time I can't see the alien bullets, death came as a particularly bitter blow. It may turn out to be a matter of our very average TV and may be fine on a nice crisp monitor but my betting is most people out there have average TVs and will suffer similarly.

Lots of good points for Slap Fight then but beware of invisible bullets■

FACTS BOX

Generally a fine conversion from an excellent original coin-op. But watch out for those invisible bullets!

SLAP FIGHT
Label: Ocean
Author: Probe
Price: £7.95
Memory: 48K/128K
Joysticks: various

Reviewer: Graham Taylor

★★★★☆ ★★★☆☆ 7

up more than one parking space of something.

After docking you can up-date your weapons. Fuel, on the other hand can only be obtained by finding a fuel ship, which will be located wafting around in space. Considerably less traumatic than the docking procedure, all that's necessary is to find one and press *F*.

Like just about any kind of pilot, you'll have to pay close attention to the weather conditions. There are few things worse (other, perhaps than falling in a gorse bush while having a piggy-back fight) than running slap bang into an ice-crystal storm while you're heading for an urgently needed re-fuel.

While the theme and plot is getting near to having been done to death, **Starfox** has enough inventive touches to make it interesting – like the rear-view video screens and the holocube-map.

Starfox is yet another very high quality game, though I did reckon it lacked a certain oomph■

TWILIGHT ZONE

LEADERBOARD TOURNAMENT

Label: US Gold Author: In-house Price: £4.99 Memory: 48K/128K Joystick: various Reviewer: Tamara Howard

Follow-up to the classic Leaderboard. More of the same with lots and lots of different holes to play

Perhaps one of the most successful and highly revered golf simulation games of the last few years was US Gold's Leaderboard. And when you're on to a good thing, you might as well milk it for all it's worth. Working on such a principle, the boys at US Gold have decided to produce a new Leaderboard. Thus we now have Leaderboard Tournament, remarkaly similar to Leaderboard, only with different shaped holes and a lot more water.

The aim of the game is as before. Well, there's not a lot else you can do with golf is there? Get round the course in as few hits as possible, and don't fall in the water because it makes you look silly.

For those who were fans of the original Leaderboard and have gone into a decline having completed all the holes on the original, Leaderboard Tournament should be welcomed as a source of great delight. To those who missed out on Leaderboard, salvation is at hand. (And there's the promise of a third in the series in the near future too). Nice one■

★★★★★ ★★★★☆ 9

5-STAR GAMES II

Label: Beau Jolly Price: £9.95 Joysticks: various Memory: 48K/128K Reviewer: Tony Dillon

Good compilation. At least three very good titles and the other two are OK

Dum de dum de. Dan danna. Dooo doo. (Drum roll.) Yes, it's compilation time again and here's your host, Beau Jolly. What a wonderful night we could have if the price is right. One lucky winner could walk away with Alien Highway if they can get the catchphrase, which is of course more of the same with the roving salt cellars. Or, if you can score 101 or more with 6 darts Dandy is yours, yet another Gauntlet variant. Remember, when Bob says Sincerity Sucks, Cauldron II will belong to you, starmaker, and bouncing pumpkins could well provide hours of fun. There's a good chance though that you'll like Quazatron, a mix of Paradroid and Marble Madness, so press your buttons and gamble away. And Strike Force Cobra is a game you'll like if you play your cards right (and also if you like kicking doors, like wot I do!!)

If you have none of the games, this is an essential purchase. If you have some it's good value and if you have all of them why are you reading this!!?!■

★★★★☆ ★★★☆☆ 7

LETTER SET

Label: Alpha Computer Products (193 Brampton Road Carlisle, Cumbria CA3 9AX) Price £3.50 (tape) £5.25 (Microdrive)

Another character designer, but reasonably cheap

Yep – it's another boring old character designer program.

Letter Set is easy enough to use. Working on a drawing-board sort of basis each letter comes up on screen on an 8 x 8 grid, and can be changed by moving a cursor to build up or remove part of the letter. Using the program is a bit tricky at first, but once you get the hang of controlling the cursors, it's very quick. And once you've re-drawn the complete set, you can load them on to tape, and use them whenever you like■

★★☆☆☆ ★★☆☆☆ 4

FIVE COMPUTER HITS

Label: Beau Jolly Price: £6.95 Joysticks: various Memory: 48K/128K Reviewer: Tony Dillon

A sad and frequently dull compilation. Only worth it for Starstrike II

"Now moving, rather splendidly I thought, to my next film Revenge of the Return of Beau Jolly Compilation Strikes Back, and Rather Disappointing It Is Too – that quite remarkable follow up to Rather Disappointing It Is 1."

Five Computer Hits is yet another of those seemingly endless Beau Jolly compilations. There are, as the title suggests, five games, but did anyone actually say that they were games that you wanted to play? Wizards Lair is a bad rehash of Atic Atac, 2112AD is far too slow to be enjoyable, Matronix is pointless and Attack of the Killer Tomatoes is another run-of-the-mill filmation game. Starstrike II is its only redeeming feature and even that's a little slow.

My advice? Try bouncing bricks off your head. It's far more fun■

★★☆☆☆ ★☆☆☆☆ 3

BUDGET £1·99 £2·99 REVIEW

BALL CRAZY

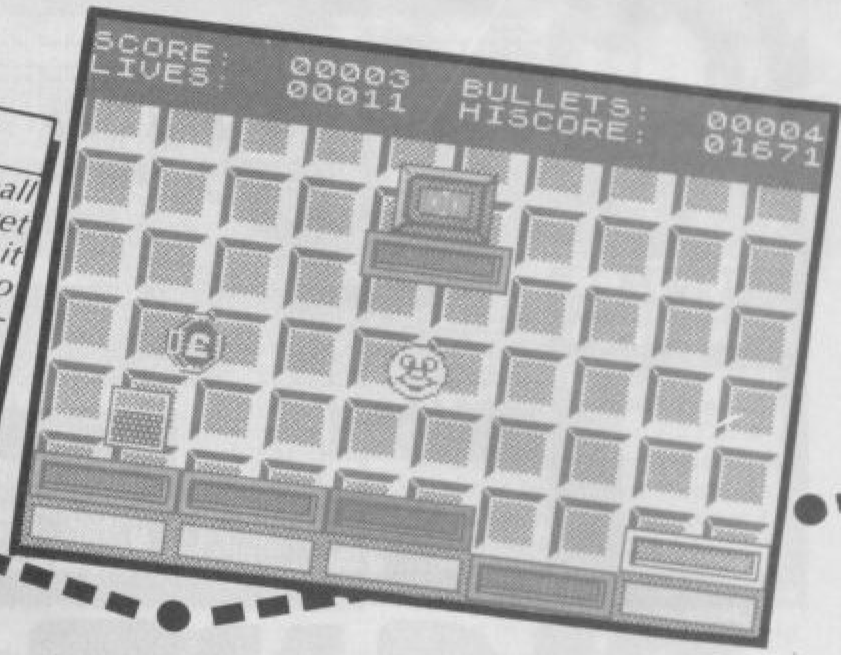
FACTS BOX

A routine romp with ball and bricks. The budget price tag doesn't make it excusable and there's no 128K+2 joystick compatibility

BALL CRAZY
Label: Mastertronic
Price: £2.99
Memory: 48K/128K
Joystick: Kemptson

Reviewer: John Gilbert

★★☆☆☆ 4



Breakout-style ball games have been all the rage with Gremlin, Imagine and their likes, but Mastertronic has tried a reversal of the trend in its MAD image.

Instead of knockin' the bricks out of a wall at the top of the screen you've got to build a wall at the bottom, one level of bricks at a time. To add a new level to the wall you bounce a ball across the bricks of the existing level and try to turn each brick to the same key colour as that of the score block at the centre of the screen.

Each bounce against the top side of a brick changes its colour once, in line with a pattern of colour changes. When you've bounced the correct colour on to one square you move to another. When you've finished one level another appears and takes you further up the screen until the bottom half of the screen is filled with brick ballast.

The score block also dispenses chasers – like the house of spooks in **Pacman** – and they hinder your progress and knock lives out of you unless you hit them with one of your limited supply of bullets. Bullets themselves look like the large unimaginative exclamation marks that used to crop up in Basic program magazine listings. On top of that, they won't rapid fire and you can only aim them up vertically. No great programming shakes here.

You can pick up bonus objects to increase score or protect you from the chasers.

Ball Crazy is repetitive, too. One wall looks very like another, and it also falls down on play niceties, such as the use of joysticks. The special joystick control program was, according to the packaging, written by The Firm. Well, they obviously forgot that a 128K +2 compatible game does nicely with an Interface II standard. The Firm's only included a Kempston compatibility and there's no way you can change key configuration.

MAD hasn't gone out of its way to bring player enjoyment in **Ball Crazy** but you put up with the 'no great shakes' because it's a budget game.

However, you could take me back to prehistoric times when **Breakout** was the in thing and I still wouldn't be too happy■

THE CURSE OF SHERWOOD FOREST

Gadzooks! I cried. Zounds and by my troth! I murmured as I donned my Lincoln Green. Yes, verily, today was a Monday, and 'twas time to rid Robin and His Merry Men of **The Curse of Sherwood Forest**.

Alas, alack, in a failed attempt to exorcise the forest, the Bishop of Derby has been felled by a single black arrow. On finding his body, I Friar Tuck (could I not have been a character of slimmer proportions?) discovered a parchment, containing what was verily, the worst poem I have ever readst. The solution to ridding Robin and his Not-So-Merry Men of the evil cult of Sagalia lay within this rhyme.

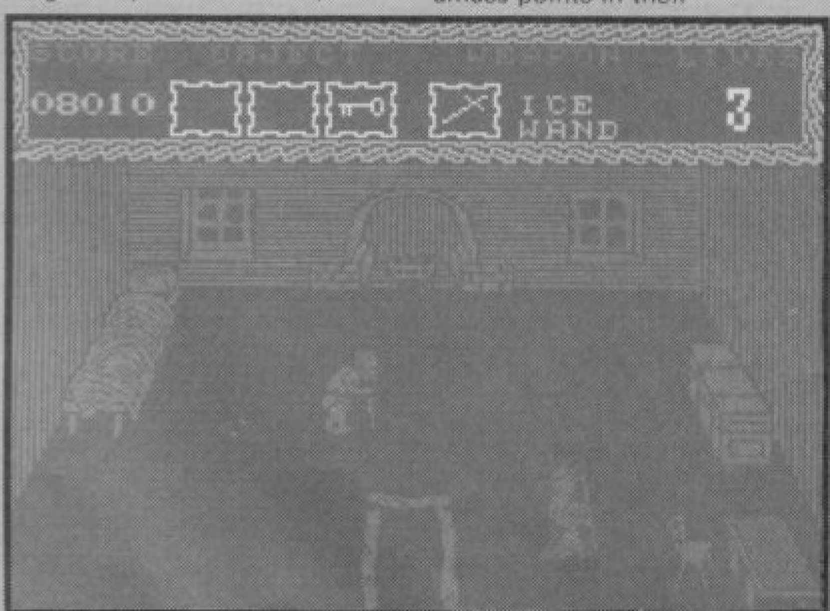
I set out, armed with but a sword and the message from the poem. And soon I did discover a flock of murderous birds, followed quickly by a troll that did throw rocks in a most unfriendly way! So I did play them at their own game, and I did murder them, and I did amass points in their thousands. (Well, hundreds).

I also collected a goodly supply of weapons by walking over them, and other objects, such as shields, which I placed in boxes atop of the screen.

It all seemst awful familiar – quite alike the noble **Firelord** from brave Hewson – only nary even half so much dosh. But, gentle reader, that knowledge did me little good. The gameplay was so simple that a babe in arms could have played, but the poem and the actual point of the game was all confusion. Although I did amass my points and win a brave supply of weapons, I could not find the solution to the rhyme. And though I did enter witches cottages, I found nothing, and thus left again, with nothing gained. Had I understood the rhyme, perhaps I could have found new levels. 'Twas not hugely impressing, methought.

However, forsooth, **Curse of Sherwood Forest** was a goodly game, and there were many beasties, and the graphics were pretty. There is a drum all while beating in the background (but the drummer he only knew one rhythm, which as those around remarked was a mite dull) and the occasional, lyrical sound of a crossbow firing.

I did not, to my shame, rescue Robin and t'others from the evil cult, but I did have good fun, and 'twas not me that was in trouble from the evil cult, so I did not worry muchly. 'Twas fine fun, and I would recommend that those of large proportions, or even smaller proportions, should play, and advise me of the way in which to win. (Pause to slap thigh and twang bowstrings)■



FACTS BOX

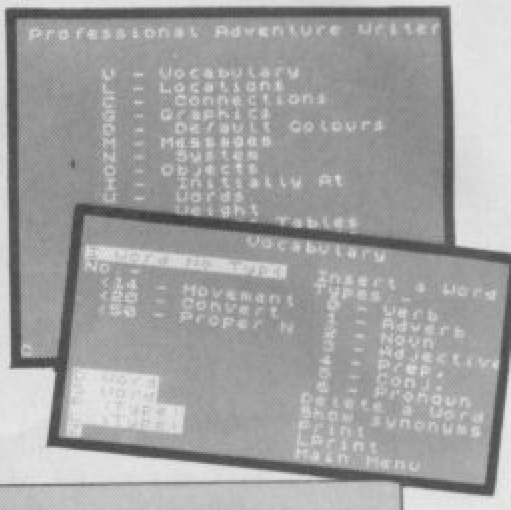
Good mediaeval fun, running round and firing your longbow. Not much variety, but entertaining all the same

THE CURSE OF SHERWOOD FOREST
Label: Mastertronic
Price: £1.99
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★☆☆ 6

ADVENTURE BUILDER



Anyone serious about writing their own adventures is probably familiar with Gilsoft's two adventure writing programs – The Quill – responsible for helping make Delta 4 famous – and it's recent successor, PAW.

If you're having problems coming to grips with PAW – if understanding the software is stopping your greatest ideas from getting from paper to tape then here's some help. Roy Stead shows how – among other things – to create pseudo-intelligent characters.

Adventure writers now have life pretty easy. Gilsoft's Professional Writer' (PAW) takes the donkey-work out of coding high-powered adventures, leaving the imagination free to run wild.

However, the program being as powerful as it so obviously is, means that the manual (even the Technical Guide) cannot possibly detail all things.

So here are a few easy ways to add those useful commands (like 'SAY TO SIMON "GO NORTH" or 'Repeat Last Command') quickly, efficiently and – which is more – easily.

First, by the way of a gentle introduction, an extended 'EXAMINE' command (By the way, 'EXAM' – four letters – has become an accepted abbreviation – so it's a good idea to put this in the vocabulary table). The routine uses three messages and produces an appropriate response (eg "Nothing special about the silver goblin"). Insert these three Messages:–

0..."Nothing special about th" (*No* final SPACE!!)

1..."e_." (Note the '_', an underline – and no SPACE before the 'e')

2..."at." (No space before the 'a')

Now simply enter these in the *Response Table* (see Table I) and all will be well.

TABLE I

EXAM –	WHATO	– EXAMine what?
	GT 54 252	– Is the player carrying/wearing it?
	MES 0	– If so ...
	MESSAGE 1	...print the appropriate message.
	DONE	
EXAM–	NOTSAME 38 54	– If it's not here, either...
	MES 0	– Print "Nothing special about that."
	MESSAGE 2	
	DONE	
EXAM –	MES 0	– Since it's here, print the appropriate message
	MESSAGE 1	
	DONE	

A more useful command – and even simpler to implement – is one shared by all of the very best adventures. The Hobbit had this in the form '@'. It's a command to repeat the last command typed. The verb I use for this is *AGAIN* (Or *A*). Enter this as *Verb x* in the vocab. Then add this to the Response Table (see Table II).

By far the most powerful feature of PAW is the ability to create pseudo-intelligent characters (PSIs) à la Hobbit. While the personalities of the PSIs in any game may differ widely, almost all need the ability to move around – usually randomly. Until now, it was necessary to write a long, complex and memory-consuming sub-process for each PSI. Not any more. Here, for the first time, is a *Random General PSI Movement* Routine!

TABLE II

★ ★	EQ 33 x	– Has *Again* been typed?
	COPYFF 233 33	– If so, then restored the previous LS
	COPYFF 234 34	from the storage flags
	COPYFF 243 43	
	COPYFF 244 44	
	COPYFF 245 45	
★ ★	COPYFF 33 233	– Up-date the storage flags every time
	COPYFF 34 234	a new LS is interpretted
	COPYFF 43 243	
	COPYFF 44 244	
	COPYFF 45 245	
	MOVE 38	
	DESC	
	LT 33 14	
	SYSMESS 7	
	DONE	

TABLE III

3..."The _ is here."	Note the *underline*
4..."The _ arrives."	
5..."The _ goes"	NB: This message *must* have a trailing Space
6..."North."	No spaces
7..."South."	
8..."East."	
9..."WEst."	
10.."Up."	
11.."Down."	

The process requires nine messages (see Table 3):

The routine takes care of everything – informing the player of any movement in the player's location if necessary. To create a PSI, put a description of it in the *Object*

TABLE IV

★ ★	COPYFF 33 254	– Preserve the LS verb from 'MOVE'
	CLEAR 252	– Flag 252 is to be SET if the PSI starts
	CLEAR 253	off at the player's location, and flag
	SAME 38 251	253 is SET if PSI moves
	SET 252	
S –	CHANCE 35	– 35% chance of going south
	LET 33 2	– 'South' is Verb 2
	MOVE 251	– Move PSI if South is an exit
	SET 253	– If PSI moved, SET 253
	NOTZERO 252	– If it started in player's location, then
	MES 5	Tell player that it's gone South.
	MESSAGE 7	
E –	ZERO 253	– Provided PSI hasn't yet moved,
	CHANCE 55	– 55% chance of it going East
	LET 33 3	– 'East' is Verb 3
	MOVE 251	– Move PSI, if East is an exit
	SET 253	– If PSI moved, SET 253
	NOTZERO 252	– If it started in player's location, tell
	MES 5	players it's gone east.
	MESSAGE 8	
W –	ZERO 253	
	CHANCE 45	– 45% chance of going West
	LET 33 4	– 'West' is Verb 4
	MOVE 251	
	SET 253	
	NOTZERO 252	
	MES 5	"The – goes"
	MESSAGE 9	"West."
N –	ZERO 253	
	CHANCE 45	– 45% chance of going north
	LET 33 5	– 'North' is Verb 5
	MOVE 251	
	SET 253	
	NOTZERO 252	
	MES 5	– "The – goes"
	MESSAGE 6	"North"
U –	ZERO 253	
	CHANCE 50	– 50% chance of going up
	LET 33 11	– 'Up' is Verb 11
	MOVE 251	
	SET 253	

ADVENTURE BUILDER

TABLE IV continued

	NOTZERO 252	
	MES 5	"The _ goes"
	MESSAGE 10	"Up."
D –	ZERO 253	– If PSI hasn't moved already, there's a 20% chance of it going down,
	CHANCE 20	
	LETT 33 10	–'Down' is Verb 10
	MOVE 251	
	SET 253	
	NOTZERO 252	
	MES 5	"the _ goes"
	MESSAGE 11	– "Down."
– –	COPYFF 254 33	– Restore verb of LS
	SAME 38 251	– If the PSI is in player's location, *AND*
	NOTZERO 253	it's just moved, then tell player it's
	MESSAGE 4	arrived.

TABLE V

– –	SAME 38 x	– If the PSI's here, gete the
	LET 51 y	description right, then
	MESSAGE 3	– tell the player

TABLE VI

– –	LET 51 y	– Get the description right
	COPYFF x 251	– Put PSI's location in Flag 251
	PROCESS z	– Move it, then
	COPYFF 251 x	– Put it back in Flag X

Text table as *object y* (eg "A hairy gorilla.") before setting up a new *Process Table z* with the entries in Table IV.

Don't worry if it seems a little complex – you don't need to know how it works. Now place an entry in the PAW's *Process Table I* as Table V.

And an entry in the PAW's *Process Table 2* as Table VI.

In Table VI *Flag x* contains the location of the PSI. If you're interested, Flag 253 returns SET if the PSI is moved during the routine.

Besides enabling PSIs to move randomly, this *Process z* also allows the command 'SAY "GO NORTH" (etc) to be decoded in a matter of bytes, automatically printing any relevant messages. In order to do this, go the sub-process that deals with speech to the PSI and place the entry in Table VII after the entry containing 'PARSE'■

TABLE VII

★ ★	LET 33 14	– Movement verb said to PSI?
	CHANCE w	– 2% chance of obedience
	LET 51 y	– Get the description right
	COPYFF x 251	– Put PSI's location inf Flag 251
	PROCESS z	– called from here, Process *z* will attempt to match the LS verb – not merely execute every entry.
	COPYFF 251 x	– Put new location in Flag *x*
	NOTZERO 253	– If PSI was moved, then return to Response Table

Next month: Roy Stead shows how to add extra commands to The Quill

Reach an estimated readership of 250,000 users per month for as little as £6.00* (inc VAT)
Or if you are starting your own small **business** advertise in the supermart for only £20.00 (inc. VAT)
Yes, all you have to do is fill in the coupon below including your name, address and telephone number and send to: Supermart, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
Maximum 30 words.
Your advert will appear in the earliest possible edition.

Name ....

Address ....

.... Tel: ....

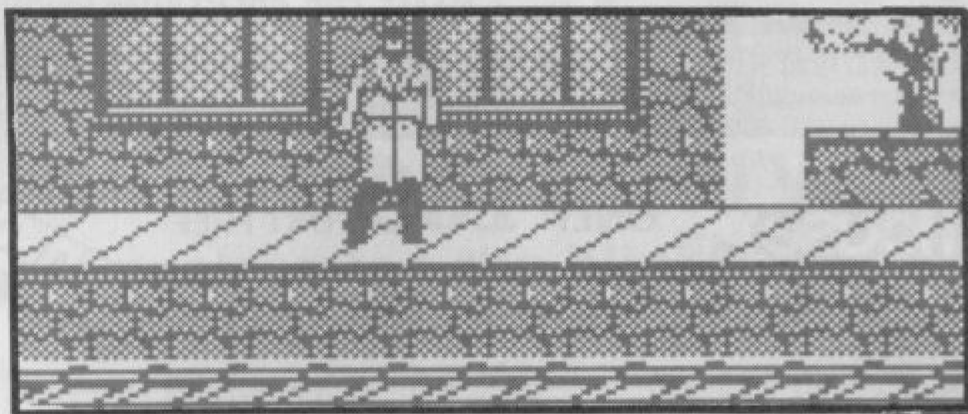
Have you included the fee of £6.00* or £20.00?
Make cheques payable to EMAP PUBLICATIONS LTD

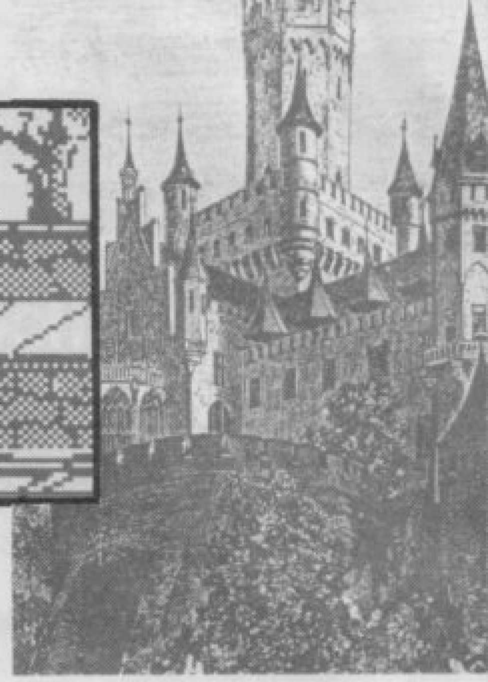
*for second hand sales only

Conditions
The Advertisement Manager reserves the right to alter, reject or suspend an advertisement without assigning any reason.
Advertisements are accepted subject to approval of copy and to the right of the Advertisement Manager to alter, reject or cancel any order without explanation. The Proprietors are not liable for any loss from any cause whatever, nor do they accept liability for printers' errors. The Advertisers shall indemnify the Publishers in respect of any claim, cost and expenses arising out of any libellous or malicious matter or untrue statement in any advertisement published fpr the advertisers, or any infringement of copyright, patent or design therein. The placing of any order will be deemed to be an acceptance of these conditions.

ADVENTURE

REVIEW





mystery of ARKHAM MANOR

Why's my editor sent me out with my camera and notepad to this sleepy village in the depths of the country.

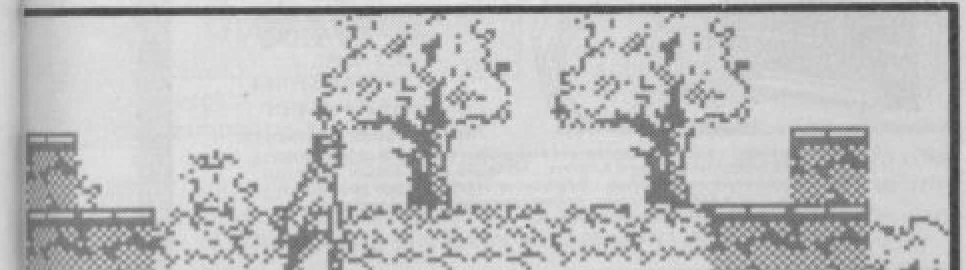
But wait – what was that noise? Like grating stone ... it came from over there. Grave robbers? A burglars renevouz? Spies? Let's have a look ... Great Johosephal! A pit opens underneath my feet; the stench of rotting flesh overpowers my senses; in the moments before sanity leaves me, I catch a glimpse of something terrible, something obscene . . .

The Mystery of Arkham Manor is the latest adventure from Melbourne House – but if you think that means verb/noun two word instructions, then think again. **Arkham Manor** is a sophisticated menu-driven adventure, with animated graphics, plus a built-in and very simple **Fleet Street Editor**-type program all of its very own. Phew! What, all in one tape?

Complicated it may be, but it all fits together like a dream (in parts like a nightmare). The instructions you get to start you off are not exactly over detailed, consisting of one A4-sized fake 1920's newspaper. As far as I can work it out, the idea is that you're as much in the dark as you start to play the game as your character is supposed to be.

The game screen is divided into four areas. The top half contains a graphics window, in which a picture of your present location is displayed, along with whoever happens to be in it, and a menu, such as *Move, Examine, Use, Read, Take* – the basic adventure commands. The bottom half of the screen has two windows; the right-hand one is used for extra information – who is in a location with you, what people are saying – as well as being where anything you say appears. The left-hand window has various uses. Objects in a location can appear there, or you can see what pictures you have managed to take with your camera, or you can get your note-pad or diary to appear there. At the bottom of the screen arrows tell you how many exits there are in your present location, and which direction they are.

As you move about the village and the surrounding district, your character strides through a graphic representation of the particular location he is in. Other charcters may also be present. If they are, then you can try to ask them questions, or even take pictures of them. You'd be better off, though, using the camera on monsters, like the zombie in the graveyard.



To take pictures, you select *Camera* from the menu; a cursor appears on screen, representing what's in you view-finder, and you also get a picture of what you would be taking if you were to press the button shown at the bottom left. Make sure you're aiming at what you want, ask them to say cheese, press the button, and hey presto, a picture.

You're not entirely alone. You can go to the telegraph office, and wire *The Chronicle* asking for information about the vicar, for example, and they'll check their files and wire you back any information next day.

Once you think you've got something worth writing about, you can select *Report*. This allows you to use the screen to lay out your story; you get to write the headlines, decide where to put the pictures, as well as actually do the reporting. Once you've got the front page of *The Chronicle* just as you want it, then you can dump it to a printer. Rupert Murdoch, eat your heart out – no need for Wapping with *The London Chronicle*.

Your reporter is actually going to discover some exceedingly nasty stuff, and slowly but surely is going to be driven mad. If your sanity score ever drops to zero, that's it – you're carried off to the loony bin and that's the end of the game.

I found it difficult to work out how to move initially, but once I got the hang of it it became pretty compulsive, although the animated graphics aren't really all that brilliant. They're a bit like those in Gargoyle's **Tir Na Nog**, only not as good. But for the purposes of the game they're fine. The menu system can also be a bit of a pain at times, until you get used to it. To begin with I kept on entering the same command time after time, but that was my own fault.

Apart from these limitations I got really quite deeply hooked by **Arkham Manor**. I was impressed with the scope and variety of gameplay and I suspect that the basic challenge – getting the whole story without flipping your lid – is going to hook a lot of people.

It's a complicated game idea presented in as simple a way as possible, and it deserves to be a big hit■

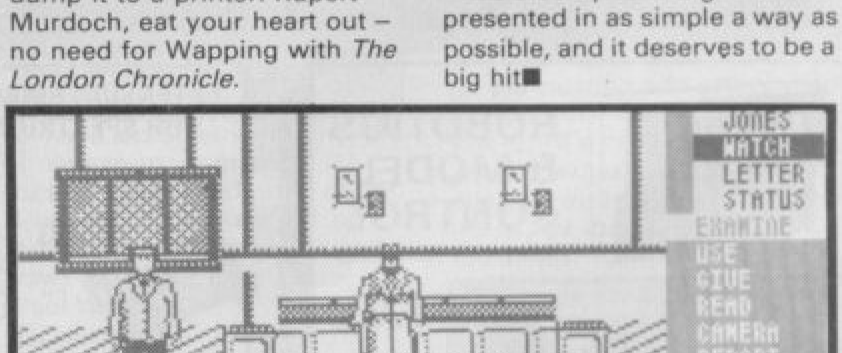
FACTS BOX

Complex menu-driven adventure with overtones of Gothic horror stories. A possible hit

THE MYSTERY OF ARKHAM MANOR
Label: Melbourne House
Memory: 48K/128K
Price: £7.95

Reviewer: Gary Rook

★★★★★★★★★☆ 9



DATEL ELECTRONICS

No. 1 NAME FOR SPECTRUM PERIPHERALS

Genius Mouse

ONLY £39.99 POST FREE

Now a quality mouse system for your Spectrum/Plus/128 + 2 at a realistic price!!



Previously a mouse system for your Spectrum would have cost much more. Now Datel can offer you a top quality, 3 button optical mouse complete with interface for an unbeatable price. Ready to use, just plug in and go.

- Compatible with leading graphic packages including Artist II ™ and OCP Artstudio ™
- Easily incorporated in your own programs – full instructions
- Optical system for speed and reliability – 3 buttons for maximum compatibility

SPECIAL OFFER

Datel Mouse + THE ARTIST II

"Best Spectrum Artist Program bar none" – SINCLAIR USER NOV '86

COMPLETE PACKAGE £49.99

SNAPSHOT



Now you can backup all your Spectrum Games to Microdrive or Tape.

IMPROVED MODEL! ONLY £24.99 POST FREE

- Simply press a button to "freeze" the program.
- Save to microdrive or tape.
- Special program compacting techniques.
- Code Inspector allows you to freeze the action, add pokes and restart the game again. Also peek facility.
- All backups will restart from the point they were saved.

QuickShot II



NEW Lower Price

Including interface- plugs straight into Spectrum/Plus

ONLY £13.99 POST FREE

- Top + trigger fire button
- Auto fire mode
- Kempston compatible
- Stabilizing suction cups
- Spectrum or Plus
- Unbeatable offer

SEND FOR INSTANT DESPATCH

PRICE BREAKTHROUGH

SWITCHABLE JOYSTICK INTERFACE



ONLY £8.99 POST FREE

- ALL THREE SYSTEMS AT THE FLICK OF A SWITCH
- 'KEMPSTON'–'CURSOR'–'INTERFACE II'
- ACCEPTS ANY 9 PIN JOYSTICK–INCLUDING RAPID FIRE MODELS
- SPECIAL OFFER!!

Buy with QUICKSHOT II complete for only £14.99 SEND NOW

Games Ace



HOW ABOUT WITH SOUND

Games Ace features:

Kempston compatible • Joystick interface accepts any 9 pin joystick including rapid fire models PLUS delivers the sound from your games through TV speaker (fully controllable)

ONLY £10.99 or complete with Quickshot II ONLY £17.99 POST FREE

Centronics Printer Interface



ONLY £24.99 Post Free

AVAILABLE NOW!!

UNBEATABLE OFFERS

- Suitable for any Centronics Printer
- Complete with Printer Cable
- Microdrive Compatible
- Tasword Compatible
- Hi Res Screen Dump (Epson)
- Easy to use

Digital Sound Sampling Technology. NOW Available on your Spectrum



New Fully Integrated Software Supplied – Previous purchasers can upgrade for £5.00

NEW Lower Price

Complete unit and Software Package

£34.99 POST FREE

• Digital Sound Sampling has only previously been available for large micros and costing at least 10 times the amount • The Sound Sampler allows you to record "Digitally" any sound into memory and instantly replay it at any pitch, forwards, backwards, ascending scale, compressed, expanded, with echo, endlessly looped etc • Supplied complete with Software package to facilitate the above operations, plus on screen "Voice Prints" + Frequency Plotting • With on screen keyboard + drum kit a whole system symphony could be produced from a single Sample Sound • This is a professional unit featuring 8 Bit D to A/DC converters as used in Digital equipment now sweeping the music world • Although the unit is not a toy, giving truly astounding results for the musically inclined, we have incorporated a games interface to allow you to use Sound Sampling in your own games etc., so the Sound Sampler would be of interest to everyone

Now you can create Superb Graphics easily with the New Lightwriter



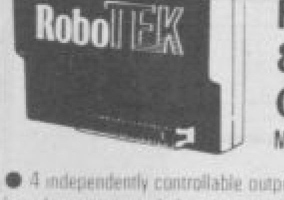
NOW ONLY £14.99 POST FREE

Lightpen comes complete with Interface & Software

• Just plug in the Datel Lightwriter and draw circles, squares, rectangles, make superb hand drawings, paint, fill, erase, choose inks, paper, colours • Save your results into memory (48K) and use in animation or save onto tape to use in your own games • All functions selected from screen menu with the lightpen • Unbeatable value • Nothing more to buy

SEND NOW AVAILABLE FOR IMMEDIATE DELIVERY

ROBOTICS & MODEL CONTROL



Made easy on your Spectrum

Post Free £29.99

- 4 independently controllable outputs for robotics, motors, lights etc.
- 8 independent inputs for sensing etc.
- This is the unit that the "Lego" publication "Make and Program your own Robots" was based on
- Easy to use.

EXTENSION RIBBON CONNECTORS FOR SPECTRUM (ALL MODELS)



6" EXTENSION LEAD ONLY £8.99 Post Free

2 WAY EXTENSION CONNECTOR ONLY Post Free £10.99

Distance peripherals from your computer with extension lead or connect 2 items with the 2 way adapter lead. Top quality connections used throughout.

SPECIAL OFFER



16K RAMPACKS FOR THE ZX81

BRAND NEW GUARANTEED SINCLAIR PRODUCTS

only £5.99 POST FREE

FEW ONLY AT THESE PRICES – SEND NOW

DATEL ELECTRONICS

USUALLY SAME DAY DESPATCH ON ALL ORDERS

SEND CHEQUES P.O's TO

UNITS 8/9
FENTON INDUSTRIAL ESTATE,
DEWSBURY ROAD, fenton,
STOKE ON TRENT TEL 0782 273815
FAX (0782) 264510

24 HR CREDIT CARD LINE

FOREIGN ORDERS ADD £2 POSTAGE

SEE US ON PRESTEL PAGE No. 258880000A 12 Page Catalogue + Order Page

HARDWARE/SOFTWARE SUBMISSIONS

IF YOU HAVE A HARDWARE OR SOFTWARE PRODUCT OR JUST THE DESIGN FOR ONE WE MAY BE INTERESTED IN MARKETING IT FOR YOU. EITHER OUTRIGHT PURCHASE OR TOP ROYALTIES. CONTACT US NOW!

SURGERY

Sinclair Surgery

Spectrum on the blink? Rupert Goodwins has a cure

Some predictable problems

Lots of people write in with the same problems. To cure this epidemic of Spectral head colds, check the list below.

● *As it stands, special printer codes can't be printed out on the Spectrum +2 and 128. Those awfully nice Amstrad chappies have produced a detailed list of answers – it would take most of the page to reproduce it here, but by phoning them on (0277) 228888 and asking for Spectrum Customer Services, they'll be happy to send you the sheet.*

● *A number of people take their Spectrum 128s, +2s (and probably their +3s) abroad with them. Most foreign TV sets won't reproduce the sound properly with these machines, so either buy a Speccy from your local supplier who will have the appropriate version for your countries TV system, take a UK television abroad with you, or buy a little combined amplifier and speaker. Tandy shops sell a very useful model for under a tenner.*

● *Still with 128/+2s; lots of joystick adaptors only work in 48K mode. Nothing you can do about this, apart from going out and buying a 128K version.*

And if none of the below sort out your problem... write in.

Tapes on Timex

I work both in the USA and the UK. I've got a Timex 2068 in the States, and a Spectrum over here. I'd like to be able to write programs on the Spectrum to run on the 2068, and vice-versa.

At the moment, the tapes from the 2068 won't load properly on the Spectrum, and I'd like to run some Spectrum tapes I've already got on the Timex.

K G Crack
Finchley
London

● *Running Spectrum programs on the TS2068 is simple – you buy the Spectrum emulator module from your local Timex dealer. This plugs into the socket on the right of the Timex, and makes the computer entirely Spectrum compatible. Going the other way is trickier, as the TS2068 has extra display modes and some fancy Rom switching. Most Basic programs should work, but if you're going to write machine code don't call the Rom directly.*

Hello Clive

I want to build a Spectrum compatible computer, but I've gone and sold all the rights to it, and my name, to some East Ender. What can I do?

Clive N I Clairs
Cambridge

● *Give up. Go and build a car.*

Artist gets lost

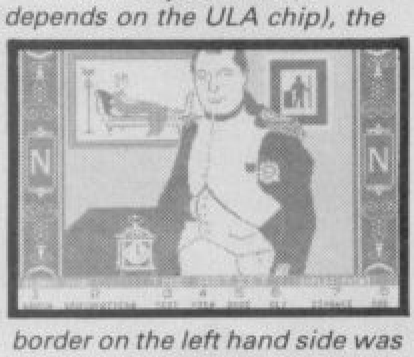
I own a 128K Spectrum. I used to own a 48K Spectrum, which worked perfectly with programs such as the **Artist**. My problem now is that the characters on the left-hand side of the screen are unreadable.

Is there any cure?

Neil Milligan
West Derby
Liverpool

● *Every line of the TV picture the Spectrum generates starts with a certain amount of border colour, followed by the dots which make up the characters, followed by another amount of border colour. The border is there to compensate for something called overscan, which most TVs have. Overscan results in the loss of a little of the beginning and a little of the end of each line, and the border is supposed to be wide enough on both sides to cover this.*

On some Spectrums (it depends on the ULA chip), the



border on the left hand side was too wide by a character's width, which meant that all of the real display area was shifted right by one character. It looks like your old Speccy was one of these, and now that you've got a new computer you can see that you TV has got too much overscan on the left-hand edge. Try adjusting your horizontal hold control – this usually shifts the whole picture around. If that doesn't work, you should try the computer on another set, at which point your will be able to decide whether it's the TV or the computer which is wrong.

Micro Prolog

I would like to make my final school examination project based on the Spectrum, and in particular concerned with Artificial Intelligence.

I've got hold of a copy of **Micro Prolog** (an artificially intelligent language), but have lost the documentation, and can't get any books on the subject. Can you help?

Razvon Peteonu
Str Stefan Plavat
Timisoara
Romania

● *In the good old days, Sinclair hoped that the Spectrum would produce a nation of computer geniuses, and sunk a not-inconsiderable amount of money into producing* ***Micro Prolog****. And we have a nation of* ***Lightforce*** *players and the staff of* **SU**. *What went wrong...*

Rumour has it that there is a warehouse chock-full of ***Micro Prolog*** *books, cassettes and Advanced Manuals, which nobody can sell. If anyone knows where please drop me a line*

Circuit Diagrams

I have a problem with my 48K Spectrum. Something is broken inside, and none of the local electronic 'fix-it' shops have circuit diagrams. Where can I get hold of one?

Paul Williams
Gibraltar

● *First, try the new keepers of the Spectrum, Asmtrad (0277 230222). They'll need to know which issue of Spectrum you've got – it's printed on the circuit board. Failing them, you could try to get hold of the* Spectrum Hardware Manual *published by Melbourne House.*

CORRECTION: In last month's *Surgery* we said the Multiface 128 only worked on the 128 in 48K mode – not true: it works with any Spectrum in any mode

128K Discovery?

I have a Spectrum 48K with a Saga 1 keyboard and an Opus Discovery 1 disc drive. If I buy a Spectrum 128, can I use the Saga, and can I buy a chip to make the Discovery compatible?

Mark Edwards
Portishead
Bristol

● *There's no problem with the Saga 1 and the old Spectrum 128. It should fit and work perfectly. The Discovery problem is a little more intractable, as Opus has stopped supporting it and nobody seems to have taken up the product. At last look, the software seemed to be up to version 2.2, but nobody wanted to sell it! Try Boots, as they might still have some stocks of up-grade chips left. If anyone out there knows of more stocks, I'd be very glad to hear of them.*

Discs for +3

I have been hearing rumours about the +3, but I don't want to buy another computer.

Will any of the present disc interfaces work with the new games that will be available for the +3? And how can I transfer cassettes onto disks?

Neil Melville
Perth
Scotland

● *The +3 uses a disc controller chip (the NEC uPD765A to you squire) which no other Spectrum interface has. This is the biggest, but by no means the only, reason why none of the current crop of floppy disc interfaces will run programs that expect to use the +3's circuitry. However, with new software it would be possible for the existing add-ons to read any Q3 discs into a Spectrum 128 or +2's memory, whether anyone writes that software depends on how successful the +3 is. Ask me again after Christmas.*



NEXT MONTH

"My God captain I can't believe my ears" said Mr Spock in a logical Vulcanish sort of way.

"That's OK Spock, I can't believe them either" said Kirk enigmatically.

"No, No captain I getting something of enormous proportions, something so big that . . ."

"I don't think we want to know about that," said Kirk in a *Carry On Film* sort of way.

"Don't be silly Jim you naive American twazzock, I'm getting something on my scanners of magnitudes so vast that it would be the most potent force in the entire Universe ever," Spock said with just a hint of irritation.

At that moment Scotty limped wheezingly into the nattily designed and surprisingly compact control cabin. "She cannah take it, we're sweeping up the pieces down there as it is, the dilithium crystals could blow any minute."

"What's the problem – is the Enterprise under attack again?" asked Kirk a bit interestedly.

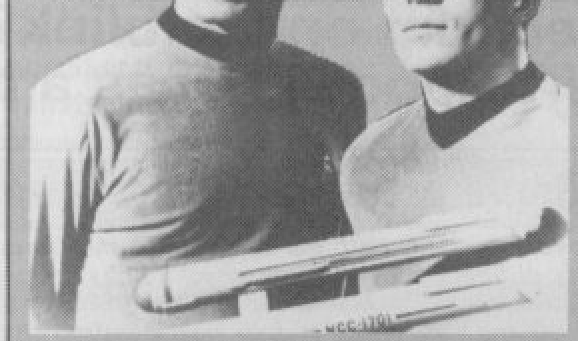
"No, I just broke another vase and my mother is very upset."

"Shut up you Canadian/ Scottish moron," said Spock, his Vulcan logic fast dwindling. "We talking serious problems in the scanner area and due to my vastly superior intellect I've just worked out what it is."

"What's up Spock," said everybody except a passing tribble who said "Bruup" [*This is tribble for 'Why doesn't that pointy ears jerk shut up'*]

"Well it's SU September issue actually if you really want to know," said Spock petulantly.

Jim Kirk who, despite passing out from the American Space Academy and burger bar with



It's deadly Captain!

full honours couldn't read and knew nothing about anything of importance looked confused: "Um, what's that Spock?"

"Why Jim you complete dunderhead, it's just about the most potent force in the history of the Universe and the September edition is so awesome even my superior Vulcan mind is unable to compute its complete and utter wonderfulness."

"Sounds like some heavy duty reading material – is it dangerous?" said one of those extra characters you've never seen before who is bound to die or turn into a cosmic slug or something this episode.

"Dangerous" spluttered Spock unvulcanly. "It could eat the entire galaxy and still fancy a doublecheeseburger."

"OOer," said Kirk, "sounds a bit handy. What can we do to save the Universe from complete and utter destruction in every way?"

"Only one thing Jim – give me a quid and I'll tell you" said Spock.

"Bloody Hell, you silly looking alien – I'm not going to be bribed. Just tell me – or it's back to *Mission Impossible* for you!"

"No, I want the quid to pay for the copy of SU – all we have to do is buy a copy and read it. Don't worry if some of the words are too difficult for you I'll read it for you."

"OK, Um, what does it say" said Jim meekly – even apologetically.

"My God, Jim, this is incredible. Just listen to this amazing list of features:

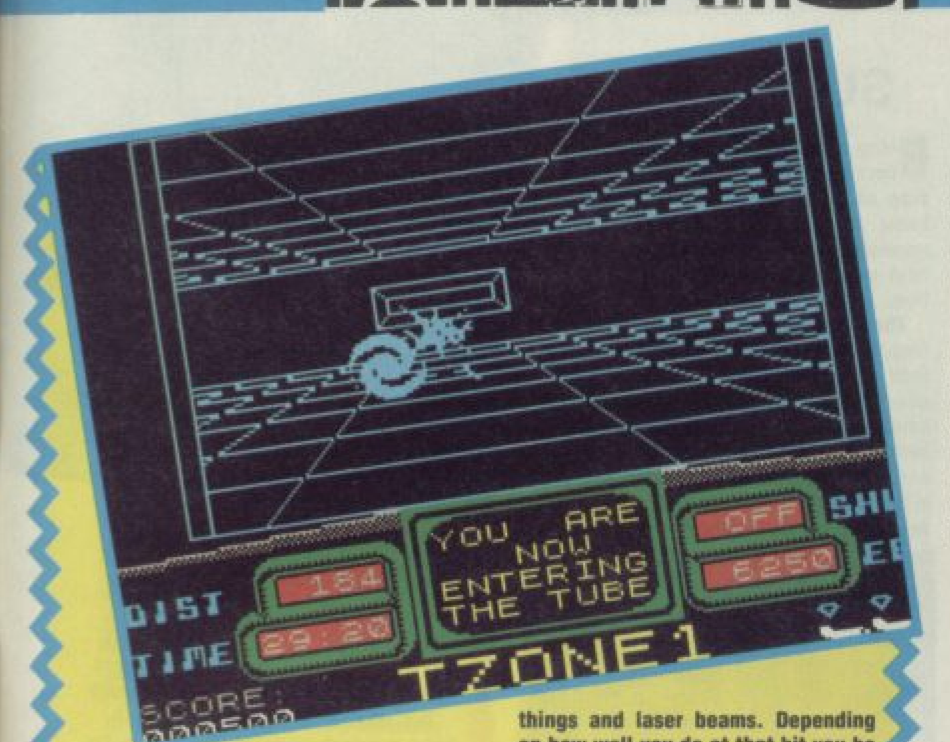
- Strategy is back SU looks at the end of the world
- Anarchy rules SU – the truth they tried to hide
- Kamikaze Bear – more psychopathic than the average Bear...
- What do you get when you cross *Exolon* with *Space Harrier*? Find out next issue...

"Woh" said Kirk. "I must get one, even if I can't read very well."

At that moment Bones stumbled from out of the control room lift "Have I just got time before the episode ends to say that Spock is a prat?" he asked.



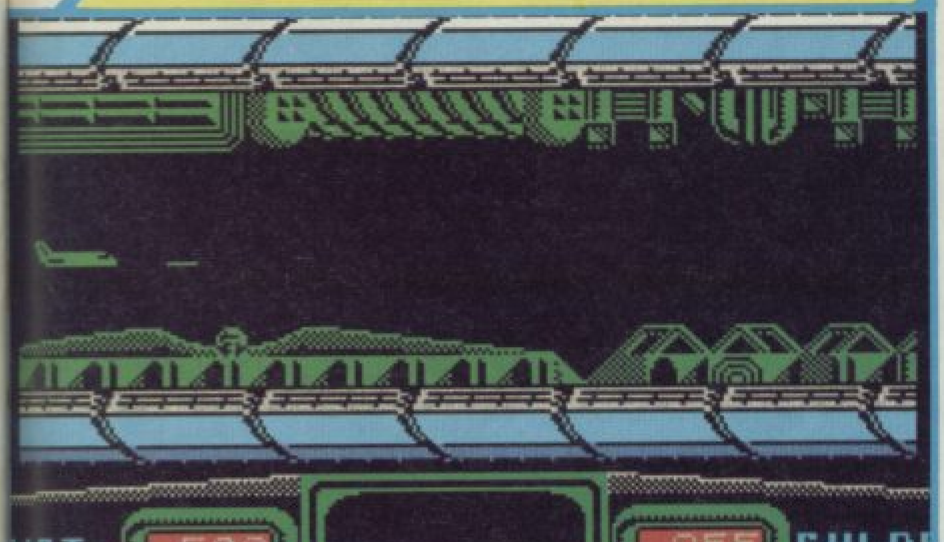
Beam my SU up, Scotty. Materialising on a planet near you August 18



The Tube has turned up on these *Preview* pages before but since it's pretty good and we've now had a bit of a play with an almost finished version we thought you might like to know a bit more. There's a lot to it. In fact it looks like three different games joined together. The first bit has you hurtling down a 3D tube blasting peculiar alien shapes. The next bit looks quite a lot like Defender as your spaceship hurtles down a tunnel just chock full of exploding things and laser beams. Depending on how well you do at that bit you he go on to an up-down scrolling section that looks a bit like Terra Cresta where you loot ships for energy crystals which leads you on to yet another section where (a bit like some of the Hewson bonus screens) you have to trace two lines of an electric circuit within a time limit.

Sounds a bit of a hodge-podge but actually fits together quite well, certainly varied. We'll have a full review next month.

Streetdate: August
Price: not confirmed

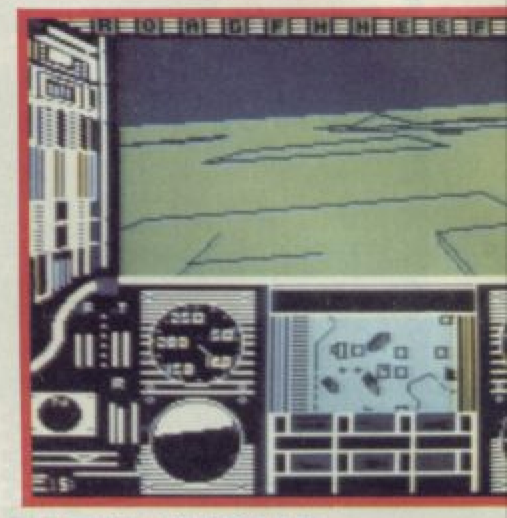


GUNNING FOR NO. 1 AGAIN?

Ooh. Deja vu or *what*? It seems like only a couple of months ago (SU 63 in fact – Ed) that we printed another flight simulator screenshot from Micropose which also promised wonderfully realistic representation of combat flight in 3D.

Anyway, what we have here is a picture of Gunship which just about everyone in the world decided was the best thing around since the grease gun and military defoliant. Should have a review copy in time for the next issue. In the meantime, check out the picture. Yes, I'm sure it will look better when it's moving about too.

Streetdate: August
Price: £9.95



TANKS A MILLION (UGH!)

You've heard all the tank puns in the book, so I won't bother with any of them. Suffice to say, there is a new game from Ocean, and it's called Tank.

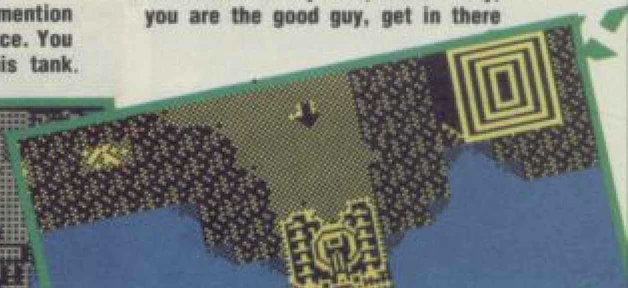
So that's the basic point of this preview. Now that you know who the game is from, what the game is called, we now go on to, What the Game Looks Like.

Ah. Funny you should mention that. Because it looks very nice. You are in charge of driving this tank (hence the title) and it's your job to blast all the other tanks, and drive over all the people. Sounds fun doesn't it?

Tank is a conversion from the coin-op, and it looks as if it's going to be pretty faithful.

The scenario is much as you would expect from this sort of thing. Evil dictator. Lots of power, rather nasty, you are the good guy, get in there





and blow away his fortress. There are various tanks of differing strengths to destroy and lots of people who are easy to run over. Further on in the game there are bonus weapons to pick up.

Tank looks to have biggish graphics and features an extremely crudely tank with a rather nasty weapon. Will probably be a good game.

Streetdate: August
Price £7.95

GOBOTS ARE GO!

Stop Press . . . Stop Press . . . Gobots finally emerges after eaons of dithering around deep in the vaults of Ariolasoft.

Gobots it seems has been being programmed in part by the ever-innovative mind of Tony Crowther and it's very confusing indeed. Apparently the planet Moebeius is under attack from the forces of Gog. Your allies are unfortunate to be stuck on the planet and because they're a bunch of weeds, they can't protect themselves, so you'll have to do it instead.

On the tape is a storyline of sorts – screens of text to flip through – that explains what goes on in the game.

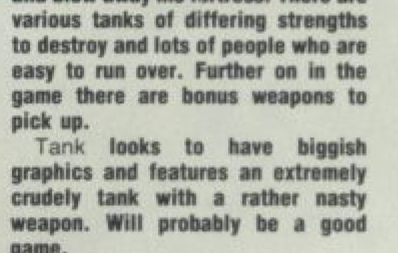
You take the role of Leader 1 (A Gobot) and must blow away anything in sight by either shooting them with your laser or by picking up large lumps of rock and dropping them on the aliens.

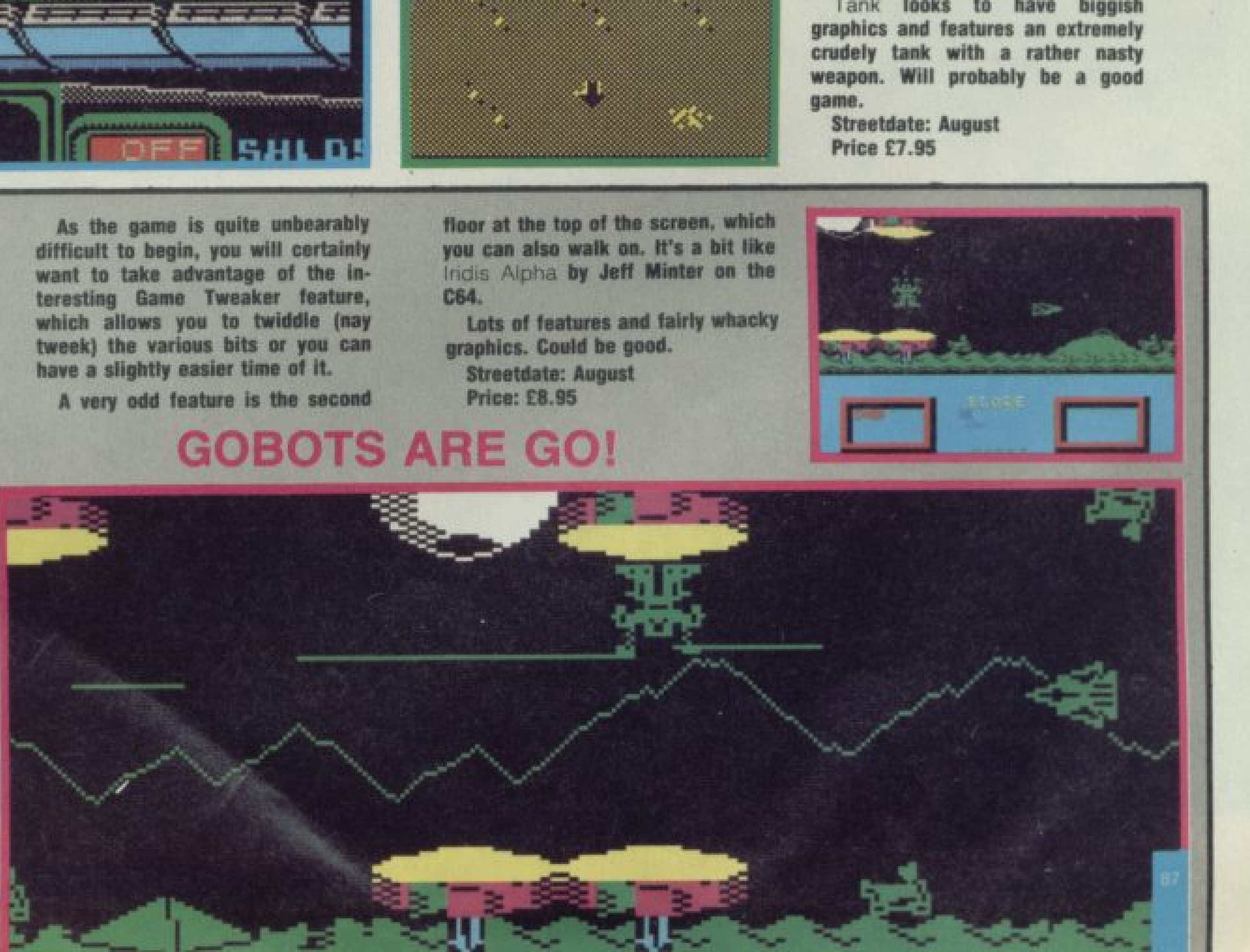
As the game is quite unbearably difficult to begin, you will certainly want to take advantage of the interesting Game Tweaker feature, which allows you to twiddle (nay tweek) the various bits or you can have a slightly easier time of it.

A very odd feature is the second floor at the top of the screen, which you can also walk on. It's a bit like Iridis Alpha by Jeff Minter on the C64.

Lots of features and fairly whacky graphics. Could be good.

Streetdate: August
Price: £8.95







SIM CITY!

Code Masters is rather pleased with itself these days. Not only is it Number 2 in the Gallup software chart at the moment, but it has a new release that it's convinced will go to No 1. Well, isn't everybody?

Grand Prix Simulator is the follow up to BMX Simulator, and promises all the action of the latter only in cars instead of on bikes. (And we won't mention the little barney that Code Masters had with Activision about a slight infringement of a certain other game to which Activision had the rights because we mentioned that last month and we don't want to get anyone embarrassed now do we?).

Anyway, inter-house fights aside, let's get down to the serious stuff about Grand Prix Simulator. It's one of those games that can be played either with two players or against the computer. The usual sort of race around at top speed as many times as possible without getting pushed off the track or exploded in petrol-enhanced flames.

The program was written by Serg Dosanj, and the graphics wre done by Mervyn Jones. We are promised that there will be truly amazing graphics, sound and speech (Speech? Do you get to talk your car around the track?) all of which will make this a real humdinger of a game.

Well, I don't know about that, but the screen shots show a nice green racing track and a couple of very large cars at the top of the screen. If Grand Prix Simulator lives up to the extraordinary success of its predecessor BMX then it will be a truly mega-budget game. And you don't get too many of those to the pound these days.

Streetdate: End of July.
Price: £1.99





Here we have the first pix of Palace's Stifflip & Co on the Spectrum.

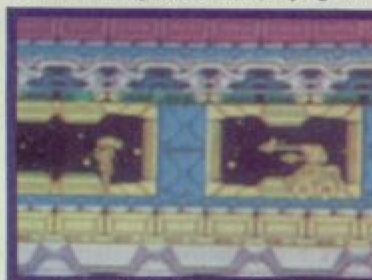
The plot (for those who missed the previous preview) is that Viscount Stifflip (you) must find and unmask Count Chamoleon who is going to rubberise everthing for some reason or another. And the whole thing's knocked together into quite a clever looking joystick-controlled adventure.

Streetdate: August.
Price: £8.95

SURVIVAL

Being one of the last surving members of an alien race can be a real drag at times, especially when you know that there are hundreds of superior life-forms out there, hell-bent on your capture and or extinction.

The unsurprisingly titled Survivor from US Gold involves graphics that look so astoundingly similar to the aliens in Aliens, complete with banana-shaped head and jutty-out bodybones, and the storyline is not entirely a million miles away from either of the Alien movies (wandering around in a space-station, trying not



to get caught by the nasties) that you could very nearly almost begin to allow the smallest iota of a thought that maybe Survivor was intended, perhaps, to be a little bit like Aliens, maybe...

Still, such doubts are *hopelessly* unfounded and besides, it looks like a pretty damned good game anyway. The graphics are clear and colourful, and if the gameplay lives up to the plot and what we've seen so far, it should be a cracking release for the summer.

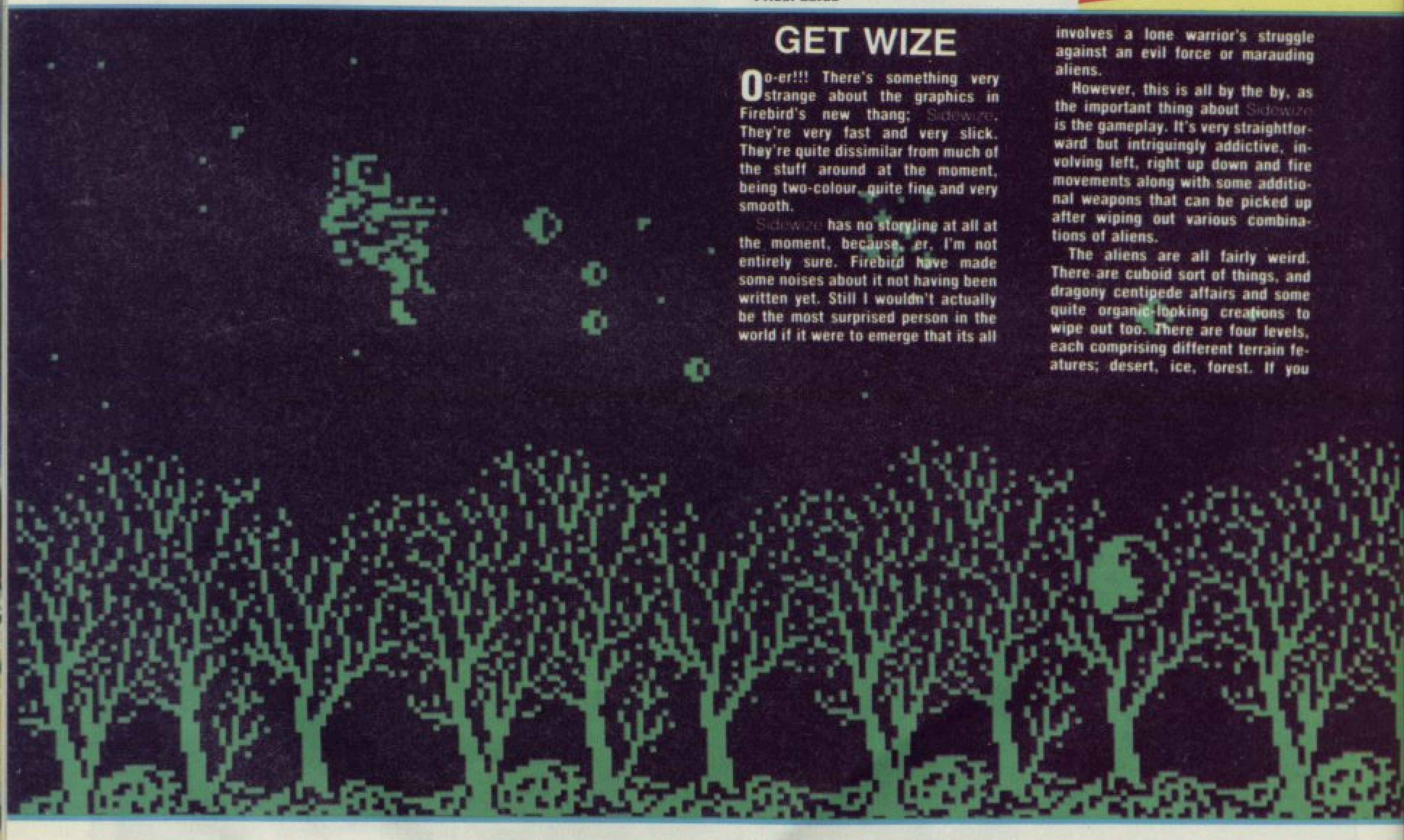
Streetdate: August/September.
Price: £8.99



Demons and monsters are just there for the killing. Nobody likes them, they don't do a lot except be really horrible, so nobody minds if you want to put a gun to their throats and blast them to kingdom come.

But what a lot of people seem to have overlooked is that girls like blasting the baddies just as much as the blokes. Oh, they're coming round to the idea that most women are just as good with a weapon as men, and that the odd game with a gun-totin' gal would be appreciated. So it was with great delight that I saw Athena





GET WIZE

Oo-er!!! There's something very strange about the graphics in Firebird's new thang; Sidewize. They're very fast and very slick. They're quite dissimilar from much of the stuff around at the moment, being two-colour, quite fine and very smooth.

Sidewize has no storyline at all at the moment, because, er, I'm not entirely sure. Firebird have made some noises about it not having been written yet. Still I wouldn't actually be the most surprised person in the world if it were to emerge that its all involves a lone warrior's struggle against an evil force or marauding aliens.

However, this is all by the by, as the important thing about Sidewize is the gameplay. It's very straightforward but intriguingly addictive, involving left, right up down and fire movements along with some additional weapons that can be picked up after wiping out various combinations of aliens.

The aliens are all fairly weird. There are cuboid sort of things, and dragony centipede affairs and some quite organic-looking creations to wipe out too. There are four levels, each comprising different terrain features; desert, ice, forest. If you





from Ocean. Because a girlie gets to blow things away.

And her name, appropriately enough I feel, is Athena. On her quest to right wrongs and mash the bad guys and restore the balance of power in general, Athena gets to travel to various mythological worlds within the mythological universe. This is going to be a massive game, say Ocean. A game which takes no prisoners. There are zillions of mythological worlds within the univers, including ice, sea, sky, fire and Hell. On the way round Athena gets to pick up lots of dangerous weapons and smash her way through solid walls.

A coversion from the SNK coin-op, Athena **has neat if monochrome graphics and looks worth a look.**

Streetdate: Aug/September
Price: £7.95

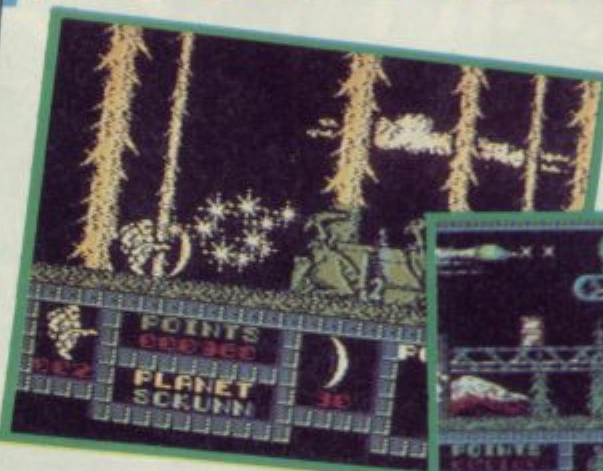
Firebird is *dreadfully* excited about its new coin-op licence, Bubble Bobble. **Taken from the Taito game of the same name it involves "Bub and Bob, our bantam weight brontosauruses who are bent on battling big bullies by blowing up big bubbles.**

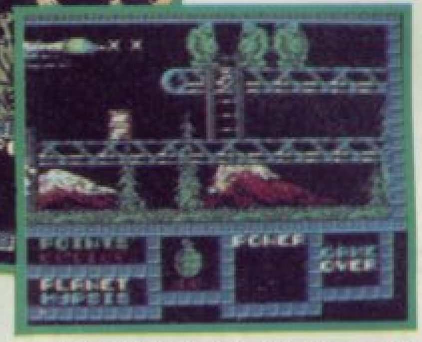
Firebird avoids any flak from the completely appalling blurb by claiming it was translated from the Japanese. Quite how the alliteration worked in a different language is a smidgen beyond me, but I suppose they should be allowed such faux pas owing to the fact that the game looks completely wonderful.

There are one hundred screens, and the game features the option for two players to play simultaneously, blowing bubbles and bursting them for all they're worth. Yeh, OK, so it may sound fairly dire, but the graphics are just so unspeakably cutesy (check out this shot from the coin-op) that they're bound to keep coming back for more. Indeed, such thinking has already been proved correct in the arcades, as Bubble Bobble **has already become one of the most popular machines around. It's been over here for more than a year now, and it's doing as well as ever.**

Streetdate: mid-September
Price: unannounced







GAME OVER!

Being an evil henchman probably seems like quite a good idea to begin with. It's a cool job. You can be aggressive and mean, and nobody can answer back, and nobody can tell you off either because you're only doing your job. But after a while, things tend to lose their sparkle. Beating up people and pulling out their fingernails tend to pall when you do it day in, day out five days a week. You start to yearn for something different. Something more exciting. The opportunity to broaden your horizons. The opportunity to kill people en masse really.

Well, this is exactly what happens to Arkos, the otherwise loyal Leiutenant in Imagine's Game Over. **Previously, Arkos spent all his days annihilating people for the evil, sadistic and exceptionally beautiful Queen. But now he's been won over by the rebel forces and is working for the Blue Star General.**

And that's where you come in. You control Arkos, and it's up to you to get in there and destroy, firstly, the Planet Prison (peopled by robots, and who cares if they get killed or not), and then The Planet Imperial Palace (where the Queen hangs out). And on the way you get to bypass some pretty sticky marshland and some rather nasty jungle.

Sounds like your average run of the mill kill things sort of game. But looks-wise it's something else. Game Over **is one of the first releases to come out of Imagine's deal with the Spanish software house Dinamic, and like most Spanish stuff that we've seen, the graphics are very impressive. Huge green monstery things (don't quite know what they're for, but ours is not to reason why) mix with hard men in space suits with lasers. One to look out for I would have thought.**

Streetdate: Aug/September
Price: £7.95

survive long enough you get to land on the planet in question and blow even more things away.

Once you make your way down to the planet surface, all sorts of crazy things start to happen. Depending upon which planet you find yourself upon, the background will vary. Desert World is a mixture of pyramids and sandy things, while Cube World incorporates other things.

The weapons that you can collect range from three-directional firing, which ensures just about everything on the screen gets wiped out real quick, though it's a bit tough to aim, to the laser which is remarkably precise, though a little less powerful. Weapons can be obtained by flying over the icon which represents it. Some may be a little confusing at first. The two spheres next to each other are very useful indeed. You'll be endowed with a pair of rapidly cycling spheres which fly around you, getting in the way of any aliens that may try to make contact and kill you as a result.

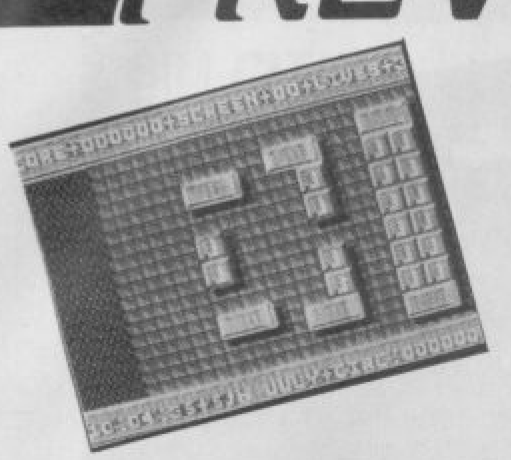
At the end of each level (there are four) you will have to face the big monster. Each level has a different monster, and they all look totally horrible. Could Sidewize **knock** Explon **of its perch?**

Streetdate: September
Price: £7.95



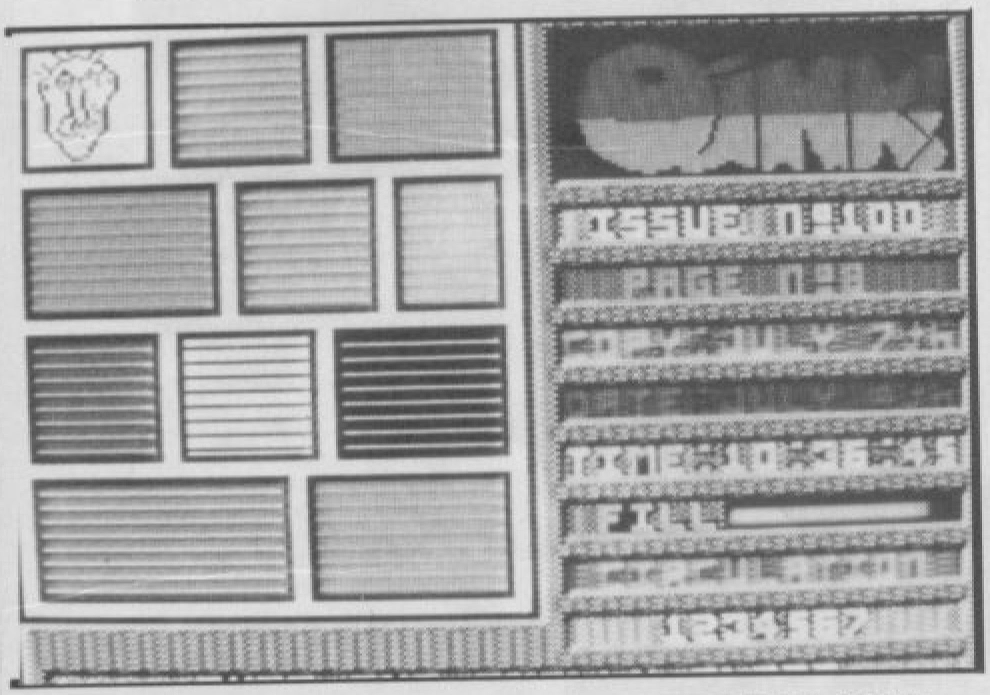
PREVIEW

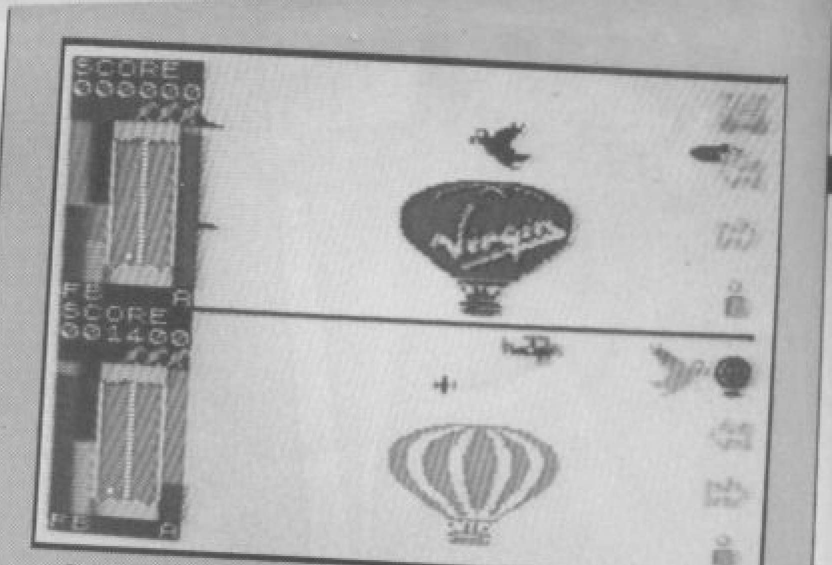
PIGS MAY FLY



Here are a couple of shots from Oink from CRL and don't they look simply topping? Well, as a matter of fact they don't really but we thought you might like to see them anyway. The shot with the green background is apparently something to do with Pete's Pimple. No. We don't understand either.

Streetdate: end of August.
Price: £8.95





UP, UP AND -ER- AWAY

OK, here we go again. After the fairly dire Atlantic Challenge comes the Transatlantic Balloon Challenge from Virgin. Instead of finding Dickie Branson on a finely tuned piece of racing machinery – ie a boat that sank – we find him in a highly tuned bag of hot air – ie a balloon that is almost certainly going to go wrong one way or another, so he'll be able to claim back the money from insurance so he can invent another hair-brained scheme with which to irritate the public next year.

And here's Virgin software which has come up with a game that sounds utterly absurd in order to promote Richard's flight or vise versa.

(Un)fortunately (delete prefix according to taste) we are not presented with a snoozy old strategy affair where you'd have to spend hour upon hour plotting your course with compasses and rulers and things. Instead we have a split-screen affair with two balloons – one emblazoned with the Virgin logo and the other, er, without.

The gameplay involves two eagles, each of which is armed with a sonic beam (for reasons beyond me) which will damage a balloon on contact. A certain number of hits will cause the balloon to plummet sea-ward in a not-very spectacular end-game sequence.

Some fairly sensible aspects include the way you've got to keep an eye on altitude and general direction of the balloon to avoid falling into the ocean which is not a particularly good idea.

If you find yourself straying too far from the straight and narrow (Ronnie Barker – where is he now eh?) the result will be you'll probably run out of fuel and – you've guessed it – glug glug glug.

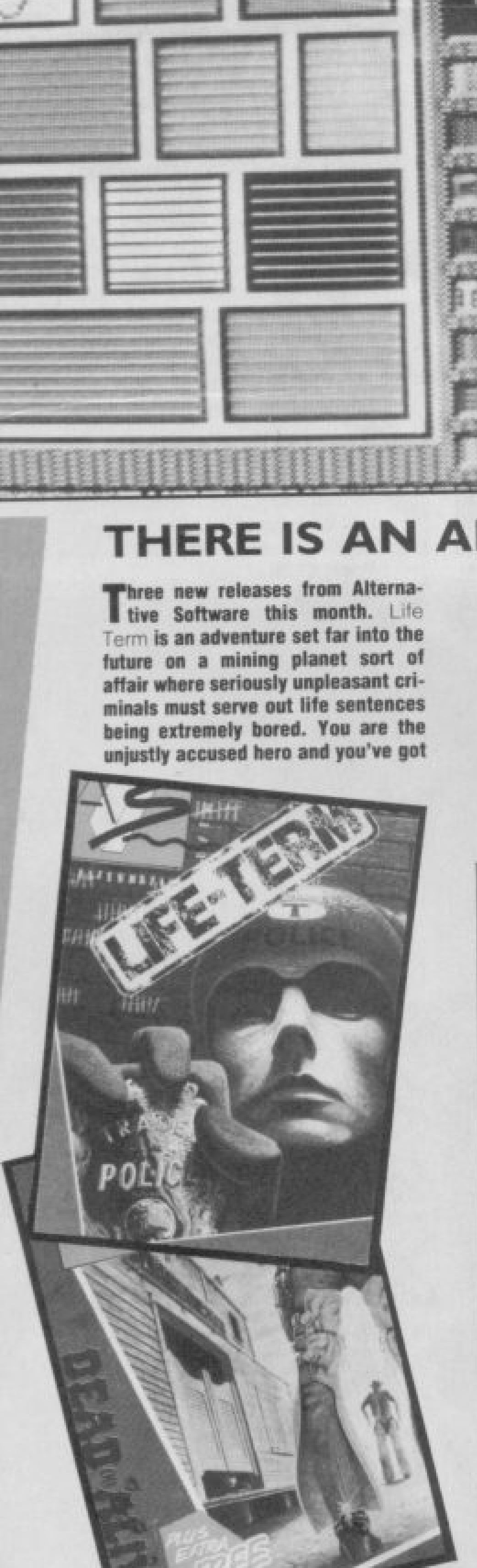
Difficult to tell at this point whether Balloon Challenge will be completely tragic or not. I'd probably put my money on the former, but you'll have to wait till next issue to find out.

Streetdate: July.
Price: £7.95

THERE IS AN ALTERNATIVE

Three new releases from Alternative Software this month. Life Term is an adventure set far into the future on a mining planet sort of affair where seriously unpleasant criminals must serve out life sentences being extremely bored. You are the unjustly accused hero and you've got to escape. In Dead or Alive you are the sherrif of Dodge City, protecting the township by preventing the bandits escaping from gaol. Watch out for your thirst level, as you may just die of heat stroke or something. And Star Wreck is another aventure set in space. And I'm sure it will be every bit as good as Life Term.

Streetdate: July.
Price: £1.99 each

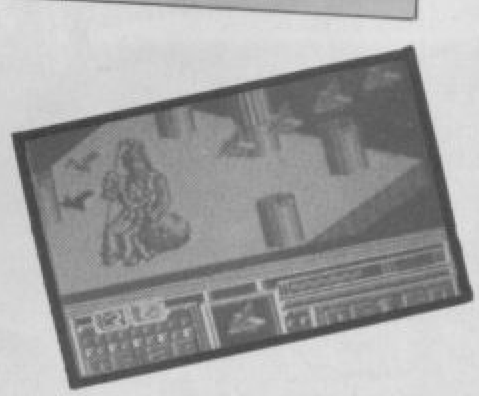


LEVIATHAN

Should you be in search of a game with a ginormous, hulking great space ship, then you'd best steer clear of Leviathan from English Software – in it your craft can only be described as pretty minescule.

On the other hand, if you're looking for some pretty twisty action and a really groovy wild 128K soundtrack it could be worth a gander.

Streetdate: July.
Price: £7.95



XOR LOGIC

Logotron is well known for producing educational software, so it's nice to see it's branching out and wtitten and put out a fully fledged game.

Xor was actually released in March of this year as an educational program but it has since been revamped and is now in a state which means it will appeal to all ages as recreation.

Logotron assures us that it has chess-like qualities, and that it's packaged full of logic problems. (Sounds vaguely educational to me). There are fifteen levels to get through, each with a selection of these cheeky little problems. Each problem has specific attributes called Spricons which can either help or work against the player (I don't understand that either).

Xor promises to be compulsively playable and intellectually stimulating say Logotron. (Still sounds a bit educational chaps).

Streetdate: July.
Price: £7.95



24 HOUR COMPUTER REPAIRS and COMPUTER SPARES

SINCLAIR
QUALITY APPROVED REPAIR CENTRE

AMSTRAD · SINCLAIR · AMSTRAD APPROVED REPAIR CENTRE · SEAL OF QUALITY

HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95

CALL IN AT OUR MANCHESTER CITY CENTRE BRANCH FOR WHILE YOU WAIT REPAIRS AND SPARES

ORDER NOW USING ACCESS

SPECTRUM (only) KEYBOARD REPAIRS £8.95 THE CHEAPEST AROUND

THE NO. 1 REPAIR CENTRE IN THE U.K. OTHERS FOLLOW

WHILE YOU WAIT SERVICE
CALL FOR APPOINTMENT

SPECIAL OFFER!
Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only **£31.50** including fitting, VAT and return post and packing. Normal recommended retail price £49.95. Replacement printed DK Tronics key sets £7.50 including post & packing.

SPECIAL OFFER!
Why not upgrade your 16K Spectrum to a 48K for as little as **£17.95** including VAT post and packing. If you would like us to fit the kit for you just send us **£19.95** which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit. Issue 2 and 3 only.

16K TO 48K UPGRADE KIT

SAGA LO-PROFILE PROFESSIONAL KEYBOARD
R.R.P. £39.95
SALE PRICE ONLY £28.50
(+£1.50 POST & PACKING – OVERSEAS ORDERS PLEASE ADD £8.50 TO COVER POST & PACKING & INSURANCE)

ZX81 SPARES NOW IN STOCK

KEYBOARD TEMPLATES £5.50 plus £1.50 p & p

EXTENSION RIBBON
56 Way ribbon cable to extend your ports for your peripherals
£10.95 plus £1.50 p & p

RUBBER MAT £6.50 plus £1.50 p & p

REPLACEMENT POWER SUPPLY
Spectrum replacement power transformer suitable for all makes of computer £9.95 plus £1.50 p & p

TEN ★ REPAIR SERVICE

- ★ While you wait service including computer spare parts over the counter.
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully insured for the return journey.
- ★ Fixed low price of **£19.95** including post, packing and VAT. (Not a between price of really up to **£30.00** which some of our competitors are quoting).
- ★ Discounts for schools and colleges.
- ★ Five top games worth **£39.00** for you to enjoy and play with every Spectrum repair.
- ★ We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
- ★ The most up to date test equipment developed by us to fully test and find all faults within your computer.
- ★ Keyboard repairs, Spectrum rubber key boards only **£8.95**.
- ★ 3 month written guarantee on all repairs.

TRADE REPAIRS most welcome

BEST SERVICE – BEST PRICES!

NEW
Gun Shot II Rapid Fire Joystick and Interface complete outfit. Normal recommended retail price £19.95 if purchased together. **Special offer** of only **£16.50** including p & p.
Joystick available as separate item **£10.95** plus interface available as separate item **£9.00** plus £1.50 p & p

TRADE ORDERS WELCOME

KEYBOARD MEMBRANES
Spectrum keyboard membranes £5.50 plus £1.50 p & p
Spectrum Plus spare keyboard membranes £12.90 plus £1.50 p & p
ZX 81 membranes £5.00 plus £1.50 p & p

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the **Number One Repair Company in the U.K.**, or call in and see us at our fully equipped 2,500 square foot workshop, with all the **latest test equipment available**. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only **£35.00**. Please note we gove you a 100% **low fixed price of £19.95** which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and **shock you** with repair bills **£30** upwards. Don't forget we are Amstrad aproved for quality and speed, don't risk your computer to any other unauthorised repair centre. We dont just repair the fault and send your computer back, we give your computer a:-

FREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct **Colour, sound, Keyboard, Check the loading and saving chip**, Put new feet on the base if required, Check for full memory, check all sockets including ear/mike and **replace where needed**. All for **an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever**. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. **A first class reputation for speed and accuracy**. Don't forget, we also now have a Service Branch in **Manchester City Centre** for while you wait service.

COMMODORE POWER SUPPLY
Commodore replacement power transformer £29.00 plus £1.50 p & p

ON-OFF SWITCHES
FOR THE SPECTRUM AND SPECTRUM +
ORDER No
1067 SPECTRUM
1067A SPECTRUM+
£4.95 + 1.50 p + p

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

USE ANY JOYSTICK WITH YOUR SPECTRUM + 2
SINCLAIR JOYSTICK ADAPTOR FOR CONNECTING SPECTRUM +2 COMPUTERS TO MOST JOYSTICKS

ORDER No 1062 SELECTOR CONNECTOR R.R.P. £5.95 Our Price **£3.50** + 1.50 p+p

THE VIDEO VAULT COMPUTER COMPANION

The VideoVault has just released the **most up to date and exciting** catalogue ever produced, our team of experts have scoured the globe to find you all the latest software and add on's for your computer, **all the latest** in joystick technology, all the top and tested **software** titles all at **great discounts** to you. Anyone can apply now, **just send 2 x 18p stamps** to the Catalogue Dept, at the address below for your **free** copy. We have all the top branded items available, delivery by **return post** (our usual standard). All goods carry our guarantee of satisfaction. Never has such a catalogue ever been produced before, including spare parts, ULA, membranes, power supplies – all at discount prices.

STOP PRESS!! BRAND NEW SPECTRUM PLUS COMPUTERS INCLUDING POWER SUPPLY, LEADS AND MANUAL JUST **£59.95 + £1.50 p + p.**

POST + PACKING CHARGES UK ONLY
OVERSEAS POST + PACKING CHARGES PLEASE WRITE FOR QUOTE

FULLY REPAIRED AND TESTED ON MOST ADVANCED TEST EQUIPMENT IN EUROPE!

SPECIAL OFFER NOW
6 GREAT FREE GAMES
NORMAL RECOMMENDED RETAIL PRICE £39.00
YOURS FREE WITH EVERY SPECTRUM REPAIR

OPEN 7 DAYS A WEEK
MANCHESTER MON-SAT ONLY

VideoVault Ltd.

140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: 04574-66555/67761 Head office & access orders, queeries, Manchester 061- 236 0376 while you wait repair centre only.

WE NOW HAVE FAX: (0) 4574 68946

© Copyright VideoVault Ltd No. 786032

TASWORD 128

TASWORD THREE

TASWORD PLUS TWO



Buy a Tasword for your Spectrum and get a word processing program that is:

Easy to use. *Just load the program and type in your text. If you do need help then it's there on the Tasword screen.*

Packed full of features. *The new generation of Taswords set a new standard in word processing on the Spectrum computers.*

Designed for YOUR computer. *There is a Tasword for each Spectrum computer. Each Tasword is designed to make the best use of the keyboard and memory on your Spectrum.*

ZX SPECTRUM
TASWORD TWO
THE WORD PROCESSOR

TASWORD TWO for the ZX 48K Spectrum cassette £13.90 microdrive cartridge £15.40

"Without doubt the best utility I have reviewed for the Spectrum"
HOME COMPUTING WEEKLY APRIL 1984
"If you have been looking for a word processor, then look no further" *CRASH JUNE 1984*
With 64 characters per line on the screen and a host of useful features TASWORD TWO is the ideal cassette based word processing package for the Spectrum owner.

TASPRINT
THE STYLE WRITER

TASPRINT for the ZX 48K Spectrum cassette £9.90 microdrive cartridge £11.40

A must for dot matrix printer owners! Print your program output and listings in a choice of five impressive print styles. TASPRINT utilises the graphics capabilities of dot matrix printers to form, with a double pass of the printhead, output in a range of five fonts varying from the futuristic Data-Run to the hand writing simulation of Palace Script. A TASPRINT gives your output originality and style! The TASPRINT fonts are shown to the right together with a list of compatible printers.

TASCOPY
THE SCREEN COPIER

TASCOPY for the Spectrum with Interface 1 cassette £9.90 microdrive cartridge £11.40

The Spectrum TASCOPY is for use with the RS232 output on ZX Interface 1. It produces both monochrome (in a choice of two sizes) and large copies in which the different screen colours are printed as different shades. With TASCOPY you can keep a permanent and impressive record of your screen pictures and diagrams. A list of printers supported by TASCOPY is given to the left.

TAS-DIARY
THE ELECTRONIC DIARY

TAS-DIARY for the ZX 48K Spectrum and microdrives. Cassette £9.90

Keep an electronic day-to-day diary on microdrive! TAS-DIARY includes a clock, calendar, and a separate screen display for every day of the year. Invaluable for reminders, appointments, and for keeping a record of your day. The data for each month is stored as a separate microdrive file so that your data for a year is only constrained by the microdrive capacity. TAS-DIARY will work for this year, next year, and every year up to 2100! Supplied on cassette for automatic transfer to microdrive.

Compatible with Spectrum, Spectrum+, and 128K Spectrum

TASMAN PRINTER
INTERFACE

TASPRINT PRINTER INTERFACE for the ZX Spectrum £29.90
RS232 Cable for ZX Interface 1 £14.50

Plug into your Spectrum and drive any printer fitted with the Centronics standard parallel interface. Supplied complete with ribbon cable and driving software. The user changeable interface software makes it easy to send control codes to your printer using the method so successfully pioneered with TASWORD TWO. The cassette contains fast machine code high resolution full width SCREEN COPY SOFTWARE for Epson, Mannesmann Tally, Shinwa, Star, Tandy Colour Graphic (in colour!) printers. TASCOPY shaded screen copy software for this interface (value £9.90) is INCLUDED in this package.

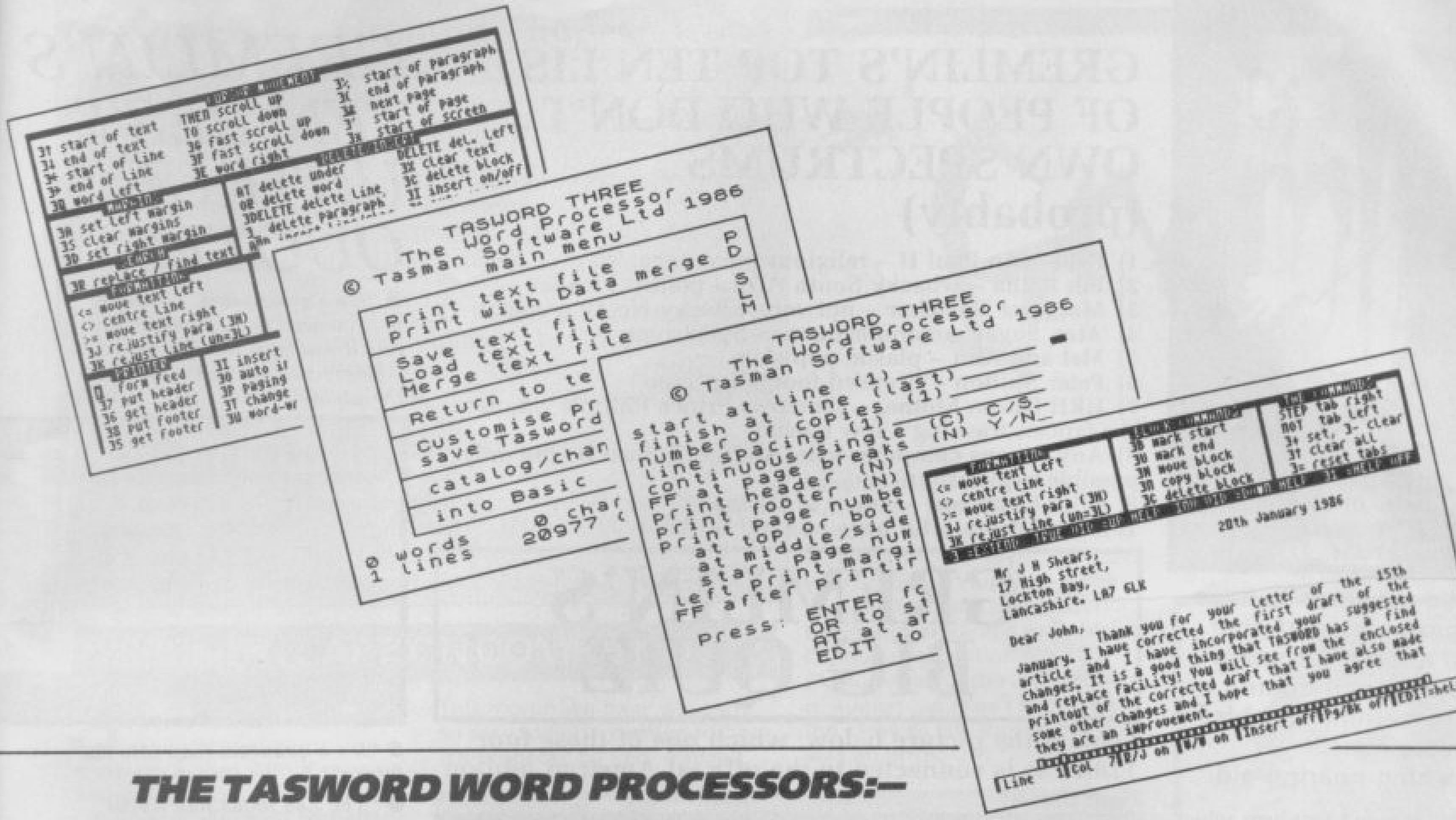
The TASCOPIES and TASPRINTS drive all Epson compatible eight pin dot-matrix printers e.g.

		BROTHER M1009
AMSTRAD DMP 2000	NEC PC 8023B-N	BROTHER HR5
EPSON FX-80	MANNESMANN TALLY MT-80	SHINWA CP-80
EPSON RX-80	STAR DMP501/515/5610	DATAC PANTHER
EPSON MX-80 TYPE III	COSMOS-80	DATAC PANTHER II

COMPACTA - bold and heavy, good for emphasis
DATA-RUN - A FUTURISTIC SCRIPT
LECTURA LIGHT - clean and pleasing to read
MEDIAN - a serious business-like script
PALACE SCRIPT - a distinctive flowing font

TASPRINT output shown at less than half-size.





THE TASWORD WORD PROCESSORS:–

TASWORD THREE – *for the ZX 48K Spectrum – Microdrive £16.50*

TASWORD 128 – *for the ZX Spectrum 128 – Cassette £13.90*

TASWORD PLUS TWO – *for the ZX Spectrum + 2 – Cassette £13.90*

TASWIDE
THE SCREEN STRETCHER

TASWIDE for the ZX 48K Spectrum cassette ***£5.50***

With this machine code utility you can write your own Basic programs that will, with normal PRINT statements, print onto the screen in the compact lettering used by TASWORD TWO. With TASWIDE you can double the information shown on the screen!

TASWORD THREE
FOR OPUS DISCOVERY

A special version of TASWORD THREE for the Opus Discovery disc drive. Disc ***£19.50***

ZX SPECTRUM 128
TASWORD 128
THE WORD PROCESSOR

TASWORD 128 for the ZX Spectrum 128 cassette ***£13.90***

TASWORD 128 has been especially developed to use the additional memory of the 128K Spectrum. This gives text files that are over 60K long – this is about ten thousand words! TASWORD 128 has all the features of TASWORD THREE (mail merge only when transferred to microdrive). TASWORD 128 is supplied on, and will run on, cassette. TASWORD 128 is also readily transferred to microdrive by following instructions supplied with the program.

SINCLAIR QL
QL is a trademark of Sinclair Research Ltd

TASCOPY QL
THE SCREEN COPIER

TASCOPY QL for the Sinclair QL microdrive cartridge ***£12.90***

TASCOPY QL adds new commands to QL Superbasic. Execute these commands to print a shaded copy of the screen. Print the entire screen or just a specified window. TASCOPY QL also produces large "poster size" screen copies on more than one sheet of paper which can be cut and joined to make the poster.

TASPRINT QL
THE STYLE WRITER

TASPRINT QL for the Sinclair QL microdrive cartridge ***£19.95***

TASPRINT QL includes a screen editor used to modify files created by other programs, such as QUILL, or by the user from Basic. These modified files include TASPRINT control characters and may be printed, using TASPRINT, in one or more of the unique TASPRINT fonts.

Available from good stockists and direct from:

Tasman SOFTWARE

Springfield House, Hyde Terrace, Leeds LS2 9LN. Tel: (0532) 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT SU, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: ______

NAME ______ ITEM ______ PRICE £ ______

ADDRESS ______ £ ______

£ ______

Outside Europe add £1.50 per item airmail £ ______

Telephone Access/Visa orders: Leeds (0532) 438301 TOTAL £ ______

Please send me a FREE Tasman brochure describing your products for: Spectrum___ QL ___ MSX___ Amstrad___ Commodore 64___ Tatung Einstein___ SU

Overseas: The following distributors of Tasman products may be contacted for the address of local suppliers. Many products are supplied in translated form. FRANCE & SWITZERLAND Semaphore Logiciels, CH 1283 La Plaine, Geneva. SCANDINAVIA Kelly data, Postboks 43, Refstad, Oslo. NETHERLANDS Filosoft, PO Box 1353, 9701 E Groningen. GERMANY Profisoft, Sutthauser Str 50/52, D 4500 Osnabrück. BELGIUM Easy Computing, Avenue Guillaume Lefever 30, 1160 Brussels. PORTUGAL Infomova, Campo Grande 28 4 A, 1700 Lisbon. AUSTRALIA Dolphin Computers, 99 Reserve Road, Artarmon, New South Wales 2064. NEW ZEALAND Software Supplies, PO Box 865, Christchurch. U.S.A. Ramex International, 17620 26 Mile Road, Washington MI 48094



'Q'(the only man to have a magazine named after him) at a recent press reception still ironing out some teething troubles with his missile launching hearing aid.

Q. What won't you hear when you buy **The Living Daylights** – the latest James Bond Game from Domark?

A. Dow da da da Doww da da da Dow da da da Dow da da da Dee Dah da da Dahhh.

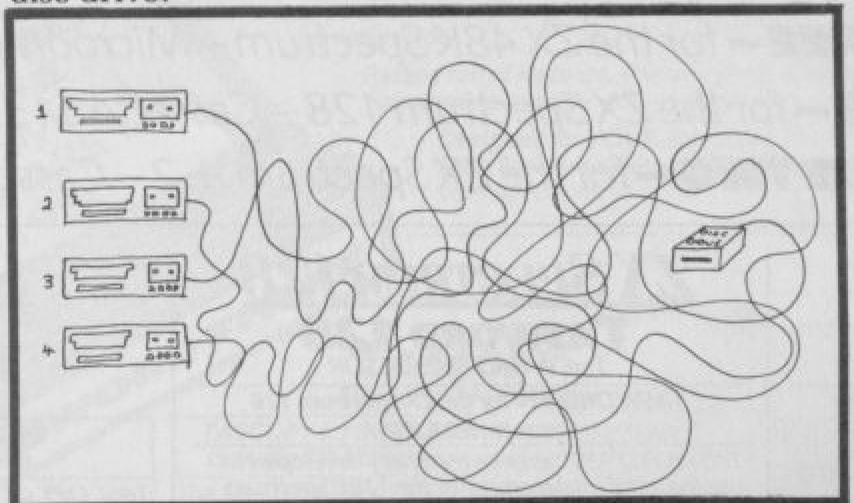
It seems that, having paid out what must have been enormous sums for the licence. The Dom Dom brothers didn't want to splash out on the music licence as well. The bit of special effect music heard at certain points in the game does however go Dow da da da Doww da da da dee dee dah de dah but this is completely unrelated to any other piece of music there's ever been . . .

GREMLIN'S TOP TEN LIST OF PEOPLE WHO DON'T OWN SPECTRUMS (probably)

1) Pope John Paul II – religious personage
2) Pik Botha – whacky South Africa political leader
3) Margaret Thatcher – not very whacky No 10 resident
4) Alan Sugar – manufacturer of Spectrums
5) Mel and Kim – plastic pop stars
6) Peter Shilton – licensed football person
7) HRH Queen Mother – (borrows Prince Philip's whanever she fancies trashing a few aliens)
8) Any Dixons computer sales staff – (it must be the only possible explanation)
9) Clint Eastwood –Mayor of Carmel
10) Sean Penn – did have one but broke it

GREMLIN'S BIG QUIZ

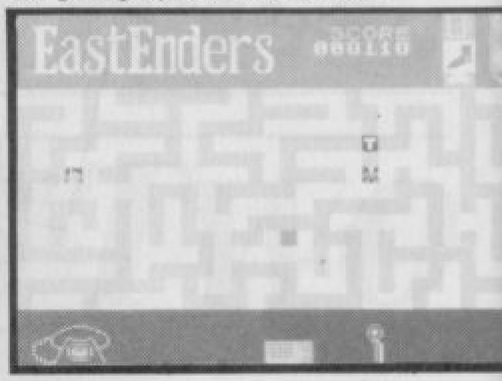
Look at the picture below: which one of these four 128K+2s is connected to the official Amstrad add-on disc drive?



Answer: None of them (tee, hee) (do you expect miracles?)

GREMLIN'S TEN BEST UNTRUE QUOTES

● ***"It's a great game, honestly, but you need to get pretty deeply into it – at least the fiftieth level – before you see just how good the gameplay is . . . etc . . . etc"***



● ***"It's a quantum leap into the future"***

● ***"The Z88 looks like a real winner"***

● ***"Someday, everybody will be using Microdrives"***

● ***"Quite honestly, sir, a computer is an investment in your children's education"***

● ***"It's impossible to do that on a Spectrum"***

● ***"Well, the reason this music unit features two tape recorders is . . . um . . . er . . .(insert untruth of your choice here)"***

● ***"Of course I didn't use a cheat Poke"***

● ***"Honestly it's nearly ready, it should be out any week . . ."***



Ten Things Gremlin hopes won't appear as add-ons:

1) Fluffy Dice
2) "Novelty" dust covers saying something like "Spectrum owners do it quite a lot in fact"
3) An interface enabling Spectrum games to be ported across and emulated successfully on an Amiga
4) A very strong security case from which your Spectrum could never be stolen. (Guaranteed to cost more than £250.50)
5) A battery driven power-pack (for all the business users who like to use their machine on-the-move but without a TV)
6) The Easy-to-Use Bulgarian translator/phraseprog – A level (to supplement all the other educational software nobody uses)
7) A Rubber Keyboard for 128/+2/3 owners who yearn for that membrane sensation.
8) A special add-on tape deck for the +2 – for making direct copies of your *own* programs only. (Ha Ha)
9) "If you see Star Trek tell Sid" T-shirts
10) A Joystick Jersey (to keep your waggler warm ooer etc)

Gremlin

GREMLIN CAPTION COMPO NO 9

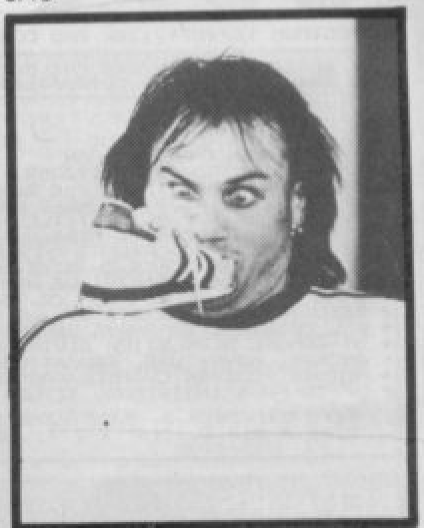
Some moderately OKish entries for last month's caption competition showing a man with a shoe in his mouth.

Everyone who said something like "put a sock in it" should be told now that everybody said "put a sock in it" so it can't be very original can it? Still there were plenty of others that didn't mention socks at all. Almost but not quite winning (on a tiebreaker) was "If the +3 is over £200 I'll eat my shoe" – pleasing cynicism there from Jon Wilcox of South Kirkby. But the winner was the ever topical Gareth Fish of Thornton who wrote "Alright, alright I only asked when Startrek would be available". Never a truer word spoken in jest. Gareth gets the cash.

This month we have a picture so easy to find a caption for that it'll probably be very difficult.

Behold David Martin of Martech out visiting somebody in America. What an earth is going on here? Who is saying what? Why? Where? You supply the answers by filling in the coupon below and sending it to Gremlin Caption competition No 10. Closing date for the competition is August 3rd (Yes I know it's the same as last month but that was an error, OK)

Address: Gremlin Caption competition No 10, Sinclair User, Priory Court, 30/32 Farringdon Lane, London EC1R 3AU





Name ....
Address.......................................
....
Caption ....
....
....



SINCLAIR user SUPERMART

TO ADVERTISE IN THE SUPERMART CALL MIKE CORR ON 01 251 6222

SOFTWARE

SOFT-LINK

SPECTRUM 16/48/+/128K AND COMMODORE 64/128K SOFTWARE LIBRARY

BORED WITH PLAYING THE SAME OLD GAMES ? JUST LOOK AT WHAT MEMBERSHIP TO SOFTLINK (N.I) WILL OFFER YOU.

- FIRST FREE HIRE
- 7 DAYS FULL HIRE
- CLUB RENTAL CATALOGUE
- FREE MONTHLY PRIZE DRAW
- FREE TO ENTER COMPETITIONS
- MEMBERSHIP FEE IS ONLY £ 2.00
- MANY TITLES AT DISCOUNTED PRICES
- THE LATEST TOP CHART TITLES AVAILABLE
- TAPE AND MICRODRIVE HIRE FOR THE SPECTRUM
- HIRE DISCOUNTS OFFERED ON FOUR TITLE ORDERS
- HUGE LIBRARY OF EX-CHART TITLES ARE AVAILABLE
- TAPE, DISK AND CARTRIDGE HIRE FOR THE COMMODORE
- HIRE PRICES RANGE FROM £0.75p PER TITLE PER WEEK
- REGULAR UPDATE LISTS GIVING NEW TITLES AVAILABLE
- ALL ORIGINAL SOFTWARE SUPPLIED WITH DOCUMENTATION
- BI-ANNUAL NEWSLETTER GIVING HINTS, TIPS, POKES, etc.
- ARCADE, ADVENTURE, EDUCATIONAL AND BUSINESS SOFTWARE
- RETURN POSTAGE CHARGES/PACKING ARE PRE-PAID BY SOFTLINK
- UP TO FOUR INDIVIDUAL TITLES CAN BE HIRED AT ANY ONE TIME

SOFTLINK (N.I),
19 DUNLOY GDNS,
NEWTOWNABBEY,
CO. ANTRIM,
BT37 9HZ

SEND CHEQUE/P.O. MADE PAYABLE TO 'SOFTLINK (N.I)', OR SEND A S.A.E. (10" x 7"). PLEASE STATE COMPUTER TYPE.

REPAIRS

SPECTRUM REPAIRS

Spectrum repairs £19.95 including parts, insurance, P/P and VAT.
Send your computer with cheque or PO for £19.95 and description of the fault to:

SUREDATA (SU)
Unit 6, Stanley House,
Stanley Avenue, Wembley,
Middlesex, HA0 4JB
Tel: 01-902 5218

FIXED PRICE COMPUTER REPAIRS

All types of home computers: Amstrad, Sinclair, etc – prices from **£7 inclusive of VAT and P&P and three month guarantee. Also we buy, sell, and rent new or used home/micro computers. Also available spares, software, cables, peripherals and maintenance contracts etc**
Tel (0702) 618455/527864/613741 for immediate price
ANALYTIC ENGINEERING LTD
575 South Church Road
Southend on Sea, Essex

SPECTRUM REPAIRS

48k Spectrum faults	£17.00
48k Spectrum KB faults	£12.00
4164 memory ic	90p
4116 memory ic	50p
Z80 cpu	£2.10

ALL PRICES INCLUDE VAT AND POSTAGE

RA ELECTRONICS
133 London Road South, Lowestoft, Suffolk, NR33 0AX
Tel: 0502 66289

Micro Repairs

GREAT SERVICE!

GREAT PRICES!

SPECTRUM 64k £16-50 All Inclusive Fixed Charge! (Keyboard Fault/ £9-00)

Please enclose Cheque/PO, fault description, Name & Address & phone number with order. Enquiries for Acorn, Commodore, RML, Microvitec welcome.

Microfix BSE

121 QUEENS ROAD, BURY ST EDMUNDS, SUFFOLK, IP33 3ES.

PHONE 0284-704535

LINEAGE

FOR SALE SPECTRUM PLUS, Disc drive, television, cassette recorder, printer, joystick, 21 games and more worth £600. Sell £300 ono. Phone 01-202 4149 after 5 pm.

COMPLETE MICRODRIVE SYSTEM. Interface 1. 2 Microdrives, 36 microdrive cartridges, 2 microdrive boxes, mirage microdrive Ver 3.0, Trans Express software, shadow ROM book, total worth £296, selling for £75. Write to Mr S. J. Nutting, 7 Narrow Close, Histon, Cambridge CB4 4XX.

DON'T BUY IT Worst 5 games ever made! Wondersoft, 27 Mansfield Road, Eastwood, Notts. "MCAAGC" – Multi Choice Machine Code Graphic Adventure. Creator – Grafix Wizards, 5 Helmsley Drive, Eastwood, Notts. £2.00 each.

SUPER SWOPPERS Can anyone beat our low low fees?!?! If you've got games you're fed up with this is for you! Details sae: SSC, (Dept SU), 27 Mansfield Road, Eastwood Nottingham.

SPEECH SYNTHESISER program for Spectrum 48K, outputs speech through Spectrum's own loudspeaker, runs completely from software. Unlimited vocabulary. Only £3.99 from SMB Software, Dept SU, PO Box 38, Inverness IV1 1GA.

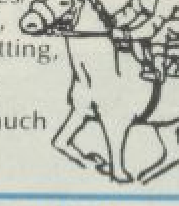
SOFTWARE EXCHANGE Swap your used programs. Free membership. Huge program base. Spectrum/CBM64. Hundreds of satisfied members. SAE please for fast response and details. UKSEC (SU), 15 Tunwell Greave, Sheffield S5 9GB.

SPORT S/W

TANGLEWOOD SOFTWARE

157 Warwick Road, Rayleigh, Essex SS6 8SG

THE RACING GAME
All the thrills of managing a stable of thoroughbreds.
Features include:
Form, fitness, going, varying distances/grades of races, training, full betting, enquiries, save, 3 levels, watch them race, + much more.



FOOTBALL FEVER
Manage your team to win LEAGUE TITLE, EUROPEAN CUP, CUP WINNERS CUP F.A. CUP
Features include:
Fitness, injuries, team selection, penalties, morale, substitutes, booking, cup replays, form, transfers, + much more



£6.95 each OR Both Games for £11.90 for Spectrum 48K and 128K+2



AT LAST THE REAL McCOY



FOOTBALL DIRECTOR

AVAILABLE ON SPECTRUM 48K, +, C64

FOUR LEAGUES : 20 TEAMS EACH : 38 GAME SEASON : HOME AND AWAY : FA/LEAGUE CUPS REPLAYS : EUROPEAN/U.E.F.A./CUP WINNERS CUP : 2 LEGS : AGGREGATE : PENALTIES : PLAYERS : MORALE : SKILL : FIELD POSITION : SCORED : CONCEDED : PLAYED : FIXTURE LIST : P.W.D.L.F.A. PTS : SCOUTS : COACH : PHYSIO : YOUTH TEAM : GAMBLE : SUBSTITUTIONS : SENDING OFFS : POSTPONEMENTS : MIDWEEK GAMES : MORE THAN 1 WEEK INJURIES : FREE TRANSFERS : RETIREMENTS : BUY/SELL SHARES : 3 PLAYER TRANSFER MARKET : INTERNATIONALS : EUROPEAN TOURS : 3 LEVELS : MANAGER RATING : £1,000,000 PLAYERS : PRINTER OPTION : 8 RESERVES : PROMOTION : RELEGATION : WEEKLY NEWS : BORROWING : MORTGAGE : SAVE GAME : INTEREST : TAX : SPONSORS : FULL RESULTS : SEASON TICKETS : NEXT GAME : GATE MONEY : SEASON COUNTER : TV CAMERAS : CROWD VIOLENCE : MANAGER APPROACHES : TESTIMONIALS : WEEK'S PROFIT : LMTG COUNTER : WAGES : INTERNATIONAL COMMITMENTS : NAME/TEAM EDITOR : LEAGUE TITLES AND MUCH MORE.

2 PLAYER SUPER LEAGUE

MANY OF THE ABOVE FEATURE BUT 2 TEAMS CAN PLAY IN THE SAME OR DIFFERENT DIVISIONS : INCLUDES LOCAL DERBYS : LOAN/FREE TRANSFER AND CASH SETTLEMENTS INCREASED TRANSFER MARKETS : MANAGER OF THE MONTH AND TOP SCORERS LEAGUE. **ONLY AVAILABLE ON SPECTRUM.**

INTERNATIONAL MANAGER

QUALIFYING GROUPS : WORLD CUP : EUROPEAN CUP : TOURS : BOOK YOUR FIXTURES : FRIENDLIES : HOME AND AWAY : MATCH REPORTS : SUBSTITUTION : NEXT FIXTURE : PLAYERS : MORALE : FORM : TALENT : CONSISTENCY : CAPS : AGE : AVAILABILITY : SUSPENSION : INJURIES : RETIREMENTS : SCORED : WORLD RANKING : SEASON COUNTER : EXTRA TIME : PENALTIES : SAVE GAME AND PRINTER OPTION : BOOKINGS : SENDING OFFS AND MUCH MORE. **ONLY AVAILABLE ON SPECTRUM**

RECORDS FILE COMPATIBLE WITH ALMOST ANY LEAGUE TABLE : ESPECIALLY DESIGNED FOR FOOTBALL DIRECTOR AND 2 PLAYER SUPER LEAGUE : ENTER YOUR END OF SEASON DATA AND IT WORKS OUT : BEST TEAMS : TEAMS AVERAGES : RECORDS : TITLE WINS : HOW MANY SEASONS PLAYED AND OTHER INFORMATION (THIS IS NOT A GAME). **ONLY AVAILABLE ON SPECTRUM**

PLAYING TIPS ALL THE TIPS YOU NEED TO WIN AT EITHER FOOTBALL DIRECTOR, 2 PLAYER SUPER LEAGUE OR INTERNATIONAL MANAGER **£1.00**

EACH GAME £7.50 ANY TWO £14.00
ANY THREE £20.00 ALL FOUR £25.00

Enclose cheque/PO and large s.a.e with 20p stamp attached per cassette

D & H GAMES

19 MELNE ROAD, STEVENAGE, HERTS SG2 8LL

MAKES THE OTHERS LOOK LIKE THE SUNDAY LEAGUE

SU SUPERMART SUPERMART SUPERMART

HARDWARE

RGB OUTPUT?
COMPOSITE VIDEO?
GREEN SCREEN?
TTL - ANALOGUE?
COMP SYNC?
BRIGHT?

CONFUSING ISN'T IT?

Talk to the problem solvers. We have the experience and expertise to advise on all aspects of computer problems. eg:

★ **RGB OUTPUT MODULE** for Spectrum 16 or 48K. Much acclaimed – gives monitor quality pictures – no dot crawl £36.95

★ **BRIGHT OUTPUT MODULE – RGBI to RGB LIN** – Allows full use of the bright facility on analogue input monitors and monitor TVs to produce full colour palette. Only for Spectrum 128 .... £29.95

★ **MONITOR CABLES** – Connecting cable, any monitor/computer combination £5.00

Add P&P £1 (UK), £2 (EEC), £4 (Others) on any order
Send SAE for our Free Monitor Fact Sheet

adapt electronics

20 STARLING CLOSE, BUCKHURST HILL, ESSEX IG9 5TN. Tel: 01-504 2840

Advertisement Index

SPARES

COMPUTER SPARES

SINCLAIR/AMSTRAD /COMMODORE

ROM CHIPS	CMOS CHIPS
RAM CHIPS	74LS CHIPS
ULA'S	VOLT REGS
MEMBRANES	Z80 CPU
POWER SUPPLY'S	DFS KITS
TEMPLATES	EPROMS
MODULATORS	SERVICE MANS
SPEAKERS	TRANSISTORS
RIBBONS	TUBES
DISC'S	KEYBOARDS

TRADE COUNTER OPEN MON-SAT 9.30a.m.-5p.m.

Just phone your order through, we do the rest

Order from Govt. institutions, Schools, Nationals etc., accepted with official order.

TEL: 0254 390936

P.V. TUBES
104 ABBEY ST.
ACCRINGTON LANCS
BB5 1EE
Telex: 635562
Griffin G (For P.V.)

SOFTWARE HIRE
★ Free Membership
★ 400 Titles
★ Fast Service
Free exciting details from:
COMPUTER SOFT (SU)
173 Mansfield Road
Nottingham
(SAE appreciated)

GET A HEAD START – ADVERTISE IN SUPERMART

CUT PRICE SOFTWARE

BEST SELLERS SPECTRUM	RRP	OUR	**STAR BUYS** SPECTRUM	RRP	OUR	**BEST SELLERS** SPECTRUM	RRP	OUR
Stars On 128 & +2	9.95	7.95	Leviathan	7.95	5.50	Fist 2	8.95	6.50
Warlock	7.95	5.50	Elite	9.95	7.50	Silent Service	9.95	7.25
Wonderboy	9.99	7.25	Sky Runner	7.95	5.50	Future Knight	7.95	5.50
The Eagles Nest	8.95	6.50	Ikari Warrior	7.95	5.50	TT Racer	9.95	6.95
Army Moves	7.95	5.50	Great Escape	*7.95	5.50	Head Over Heels	7.95	5.50
Bombjack 2	7.95	5.50	Mag Max	7.95	5.50	Laser Genius	14.95	11.95
Double Take	*7.95	5.50	Commando 86	7.95	5.50	Triv Pursuit YP	7.95	5.95
Bismarck	9.95	7.25	Stargilder	*14.95	11.95	Footballer Year	7.95	5.50
Hit Pak 6	*9.95	7.25	Short Circuit	7.95	5.50	Top Gun	*7.95	5.50
Hydrofool	7.95	5.50	Academy (Tau ceti 2)	9.95	7.25	Star Games	9.99	7.25
Konami's Coin Op	9.95	6.95	Football Manager	*7.95	4.99	Nemesis	7.95	5.50
Knuckle Busters	8.95	6.50	World Games	9.95	7.25	Enduro Racer	9.95	7.25
Sigma 7	7.95	5.50	Shockway Rider	7.95	5.50	Auf Wieder Monty	7.99	5.50
Shadow Skimmer	7.95	5.50	Leaderboard	9.95	7.25	L/Com People 128	9.99	7.25
Ranarama	7.95	5.50	City Slicker	8.95	6.50	Paperboy	*7.95	5.50
Saboteur 2	7.95	5.50	Deep Strike	9.95	6.95	Best Beyond	9.95	6.95
Dragons Lair 2	9.95	6.95	10th Frame	8.99	6.95	Dark Septre	14.95	11.95
Donkey Kong	7.95	5.50	Graphic Ad Creat	22.95	18.95	Gauntlet	9.95	6.95
Metrocross	8.99	6.50	Sailing	7.99	5.50	Trivial Pursuit	*14.95	11.95
Gunrunner	7.95	5.50	Arkanoid	7.95	5.50	Five Star 2	9.95	7.25
Super Soccer	*7.95	5.50	P.A.W	22.95	17.95	Space Harrier	*7.95	5.50
Durell's Big 4	*9.95	6.95	Barbarian	9.99	7.25	Tai Pan	7.95	5.50
Krakout	7.99	5.50	Indoor Sports	*8.95	6.50	Kinetik	7.95	5.50
Jewels Darkness	14.95	11.95	Ace	9.95	7.25	Konamis Golf	7.95	5.50

This is just a small selection from our stocks. Please ring for more details. P&P included. Overseas orders please add 75p per tape. For up to date lists enclose S.A.E. Mail order only. Please send Cheques P.O Payable to C.P.S. Visa Access orders by phone welcome to:

CUT PRICE SOFTWARE (DEPT. 6) Unit 6, Stort House
Riverway, Harlow, Essex, CM20 2DW
Tel: (0279) 24433 or (0279) 31956 (24 hr ansaphone)

VISA

UTILITIES

NEW TAPE UTILITY A

This program gives a tape back-up of most SPECTRUM software. Even converts most JERKY LOADERS AND SOME OTHERS (e.g. with counter down to zero) normal for reliable loading. Manages very long programs (even every byte in 51k!) fast loaders, etc, etc. State type of Spectrum when ordering (48K, 128K etc). Unrivalled, full manual – a superb and interesting utility. **£6.99 on tape (£4.99 if updating)**

NEW TRANSFER PACK 4 – SPECTRUM TAPE TO DRIVE

A software system to convert many old and new TAPE based programs to your DRIVE (no matter what type) + OTHER USEFUL UTILITIES. Most jerky programs and others (e.g. with zero counter) are EASILY converted to drive. Pack has at least 7 programs! Opus/Beta owners add £1 for OPTIONAL extra program. **State TYPE of Spectrum + name of DRIVE when ordering** (e.g 128K Spectrum and Microdrive). **£11.99 on TAPE (£12.99 on cartridge for 48K Spectrums only).** (£6 if updating)
INFORMATION SHEETS – £1 each – approx 8 TRANSFERS of POPULAR programs per sheet – needs TP4. Up to No. 40 available **SPECIAL OFFER – No's 1-20 for £3, 21-30 for £3.50, 31-40 for £3.50.**

M/DRIVE OWNERS NEED MICROTRANS

MICROTRANS 2b – for m/drive to m/drive back-up, easy ERASE, tape to drive (inc headerless) – does NOT convert programs. Includes MICROTAPE and RUN programs. ONLY £4 on TAPE, £5 on Cart. *ALL Spectrums*
CODE COMPRESSOR – £3.50.
Overseas add £1 Europe, £2 others each product. SAE for details.
NO RISK! – ALL PROGRAMS CARRY OUR MONEY BACK GUARANTEE (not updates)

LERM, DEPT SU, 11 BEACONSFIELD CLOSE, WHITLEY BAY. NE25 9UW. (Tel 091-2533615)

SCOREBOARD

All the thrills of a five match test series. Choose the countries and players. Features include all batsmen displayed with their scores, named bowlers with full bowling analysis, how outs, follow-ons, declarations, runs required, man of the match/series, etc, etc. Lots of detail and highly authentic. A must for all cricket buffs.

NAT WEST TROPHY

Involving all the 17 counties, where applicable all the features of Scoreboard are included, plus run rate required and man of the match gold award.
Both programs on one cassette for the 48K Spectrum.
Price, including post and packaging £6.00

BYRON SOFTWARE
57 Rangoon Road, Solihull
West Midlands B92 9DD

48/128K SPECTRUM UTILITIES

1 **MICRODRIVE MANAGEMENT & RECOVERY** Copy any type of files or cartridges, even on one drive. Sensible CAT analyse problems, recover corrupt files.
2 **RAMDOS MICRODRIVE OPERATING SYSTEM** Random access, screen edit, search, sort facilities. Write your own software. Demonstration programs supplied.
3 **FREE TEXT DATABASE (USING RAMDOS)** Easy to use multi-purpose, address book, diary, letters.
4 **ASSEMBLER, DISASSEMBLER, DEBUGGER** On-line machine code learning, teach yourself booklet.
1 to 4 each £9.75 MD cartridge, 4 also tape £7.95

ROYBOT SU5
45 Hullbridge Road, Rayleigh, Essex SS6 9NL
Write or tel: 0268 771663 for leaflets

CAPRI MARKETING LTD

ROTRONICS WAFERS NEW STOCKS FROM USA
64k £3.99 1,000's in stock
128K expected in soon £4.99. Also in 16K £2.99

Announcing

NEW LOWER PRICE FOR CAMPBELL'S MASTERFILE ON WAFA £14.95
SOLE SUPPLIERS FOR ROTRONICS TOOLKIT WAFER £9.95 & HELP SHEETS

GOOD NEWS

PROBLEMS WITH YOUR WAFADRIVE? WE HAVE THE ROTRONICS REPAIR EQUIPMENT AND THEIR EX-TECHNICAL EXPERT WORKING FOR US.
REPAIR ONLY £17 inc return postage
NEW FROM ROMANTIC ROBOT – MULTIPRINT PARALLEL INTERFACE 128 COMPATIBLE ONLY £39.95
Also Multiface One £39.95 and Multiface 128 £44.95
100's of Sepctrum titles in stock (cassette) many bargains plus peripherals
CAPRI MARKETING LTD, 24A WHITE PIT LANE FLACKWELL HEATH, HIGH WYCOMBE, BUCKS HP10 9HR
Cheque or Access
Tel: 06285-31244 ★ 9.30-3.00 pm Mon-Fri

Kobrahsoft Spectrum 48k/128k Utilities

SD3 Advance tape to microdrive utilities
Transfer even the latest programs eg FIST, BOMBJACK – also the latest pulsed programs eg BATMAN, WINTER GAMES. FULL manual. PLUS disassembler. PLUS FREE header reader.
Price: £6.95 (inc. P&P) **On microdrive cartridge: £8.95** (inc. P&P)

SO3 Tape to Opus drive utility
As for SD3 but transfers to Opus drive. Similar superb value
Price: £6.95 (inc. P&P)

SU 2 Advance tape utility
Makes back ups of programs to tape. Fast loaders, long programs, pulsed leader, all dealt with speedily and professionally.
Price: £6.95 (inc. P&P)

Sharpshooter
A 100% machine code multi screen arcade game with superb graphics and sound, many advanced features, multiple skill levels. Uses keyboard, Kempston or ZX Interface 2 joysticks, incredibly addictive.
Price: £7.95 (inc. P&P)

Kobrahsoft Spectrum ZX 80 machine code course
A 12 month course from beginner to advanced level, suitable for anyone. Applies to all current Spectrum models.
Price: £15

SL3 Advanced speed loader
Converts most programs to fast loaders with a choice of SET loading speed, multi-coloured and various other loading borders. Converts even the latest programs. FULL manual. PLUS FREE header reader. FREE disassembler.
Price: £6.95 (inc. P&P)

Super Interface FL1
A superb interface which converts almost any program to re-load at any one of FIVE speeds as a fast loader – automatically. Programs re-load independently of FL1.
Price: £29.95 (inc. P&P)

Super Interface MD1
This interface converts programs to microdrive fully AUTOMATICALLY. COMPACTS code – gives TWO LONG PROGRAMS per cartridge. Programs re-load independently of MD1.
Price: £29.95 (inc. P&P)

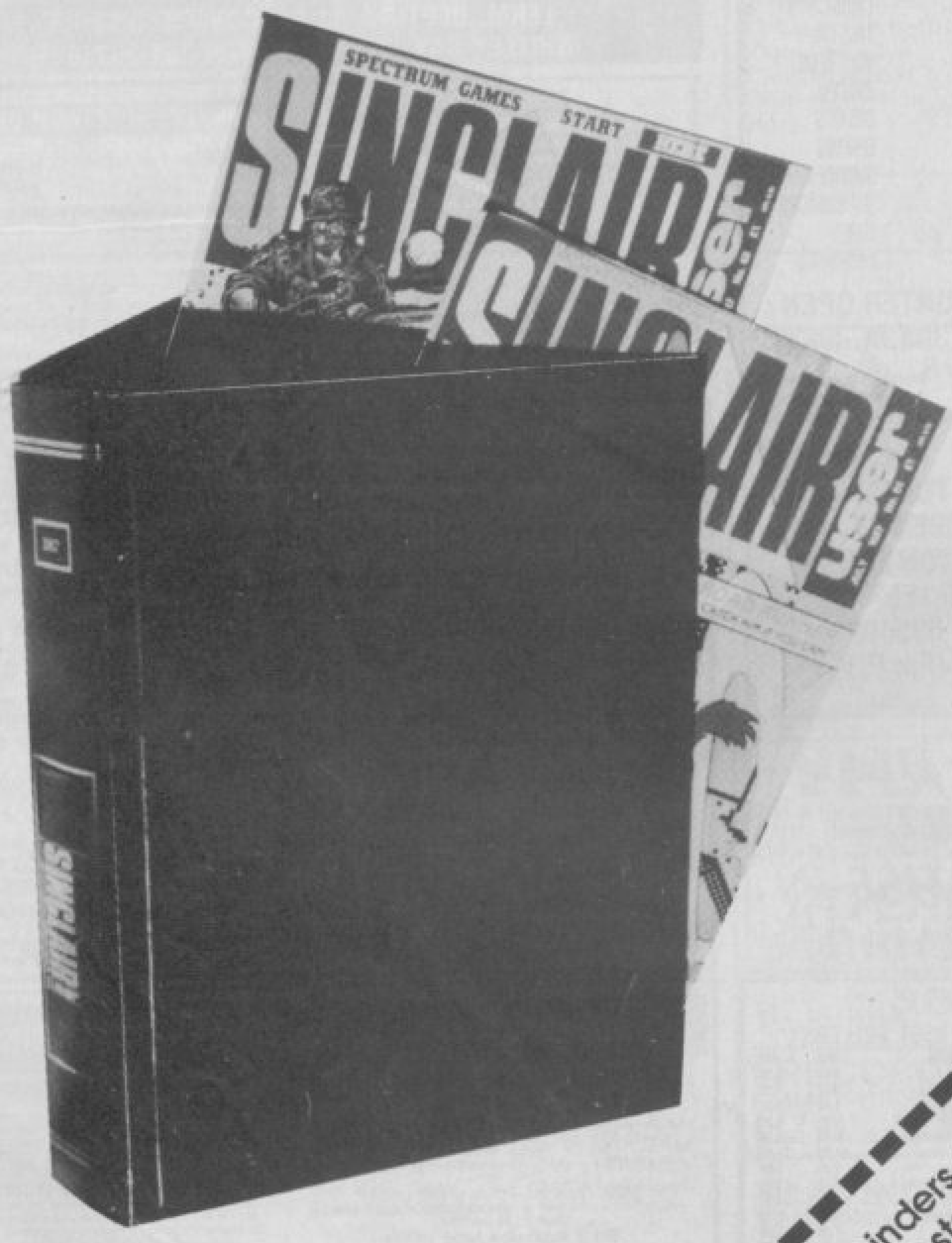
Super Interface OD1
As for MD1, but converts programs to your Opus drive automatically. Similar specification to MD1.
Price: £29.95 (inc. P&P)

Send cheque PO to:

KOBRAHSOFT
Pleasant View, Hulme Lane, Hulme, Stoke on Trent, Staffs. ST3 5BH
(Overseas: Europe add £1 P&P per item, others £2)
Send for FREE FULLY DETAILED CATALOGUE of all our products – please mark envelope ENQUIRY

THE GREAT COVER UP...

Big enough to take 12 whole issues, the Sinclair User Binder is just what you need to keep copies of your fave magazine under wraps.
You can have it in any colour, as long as it's Red! And because it's a great new offer, the first 20 people to order will get a signed photograph of Ed. Kelly in his favourite holiday resort - the office!
All this for only £4.95 (inc. P&P) Can't be bad!



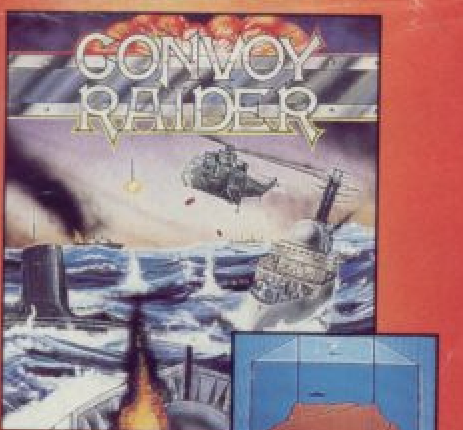
SINCLAIR user

Please send me ______ binders at £4.95 each including postage & packing
I enclose a cheque/postal order for £ ______
Please debit my Access/Visa Account
Amount £ ______
Expiry Date ______ Number ______
Name ______ Signed ______
Address ______
______ Post Code ______

Please make cheques payable to E M A P Business & Computer Publications Ltd. Allow 28 days for delivery.
Return to : Sinclair User Binder Offer,
14 Holkham Road,
Orton Southgate,
Peterborough
PE2 0UF

HANDLE WITH CARE

Watch out, there's an explosive trio of new releases about to burst into the shops and they're by no means a set of damp squibs.
In the right hands they're worlds of tremendous excitement, action and skill.
In the wrong hands they'll turn into mind blowing, nerve shattering packages of player destruction. You'll have to judge for yourself if you've got the confidence and ability to take on such a challenge.



CONVOY RAIDER

The free world is in peril – war has been declared and the enemy is closing in. Your weakest point is the coastline so a strategic defence initiative has been adopted.
YOUR MISSION – is to patrol and defend the inner sea using all the modern weapon systems with which you have been supplied.
SEAWOLF – a deadly accurate missile for use against both aeroplanes and anti-ship missiles.
EXOCET – a video linked rocket for attack upon surface ships.
ANTI SUBMARINE HELICOPTER – attack the enemy submarines using your depth charges.
The future of the country lies in your hands; frighteningly powerful weapons are at your disposal and important tactical decisions must be made.

CBM 64/128 C £9.99 D £14.99
Amstrad C £9.99 D £14.99
Spectrum 48/128K C £7.99

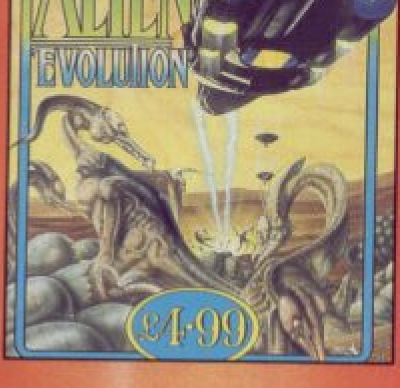
ALIEN EVOLUTION

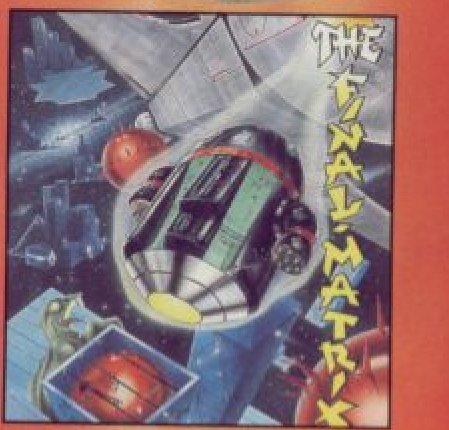
Following a nuclear holocaust the earth has been populated by a race of hostile aliens.
The human survivors driven underground have finally developed a CYBORG android capable of destroying the aliens, but even if CYBORG G4 succeeds in exterminating the first few aliens he will then have to contend with a multitude of the next breed which evolve from their remains and so life continues....

Will CYBORG G4 ever halt the ALIEN EVOLUTION?

Spectrum 48/128K C £4.99



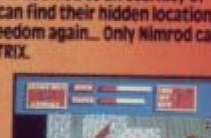




FINAL MATRIX

Within a galaxy of uncertainty, a universe of confusion, a reluctant hero, Nimrod, sets out on a mission that will determine the fate of his brethren Bioptons. Captured and banished to imprisonment within the vast and hostile Craton Matrix prison network, members of this peace loving race are doomed to an eternity of solitary confinement. Only Nimrod can find their hidden locations. Only Nimrod can release them to freedom again... Only Nimrod can discover the secret of the FINAL MATRIX.

Amstrad C £9.99 D £14.99
Spectrum 48/128K £7.99



DYNAMITE ACTION FROM

GREMLIN

Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423. Telex No: 547274



"MISS THIS AND YOU'RE MISSING THE BEST PROGRAM OF THE YEAR!" ZZAP! 64
WIZBALL
Available NOW for the SPECTRUM & AMSTRAD
SPECTRUM £7.95
COMMODORE 64 £8.95 AMSTRAD
SIZZLER
THE REVIEWERS ARE RAVING...
"WIZBALL IS THE FINEST RELEASE THIS YEAR"
"At last, something to enthuse about!... A breath of fresh air... A very individual concept... loads of neat touches... gorgeous animation... I could go on and on... the music and sound effects are great... It's a distinctly professional production, its style and content placing it head and shoulders above existing software... Wizball is simply brilliant – one of the best-presented, most graphically and aurally attractive and addictive pieces of software available."
"Wizball is the finest release this year. The scenario and game design are so original... Playing is a joy... The graphics, sound and general presentation are second to none, and combined with the thoughtful attention to detail and the comprehensive series of game variations, you end up with something rather special. Don't delay, go to your software shop and say, 'Mr. Retailer, swiftly hand me a copy of Wizball so that I can go home and play it forthwith.' "An essential purchase."
"A superlative piece of software. Slick in virtually every aspect, wholly original and immensely playable." ZZAP! 64
Screen Star
"The sound throughout is great. This is definitely one groovey game... Enough imagination has gone into it to make it different and still keep it immensely playable. Graphics are fab!" COMMODORE USER
ocean
Ocean Software Limited · Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 Oceans G